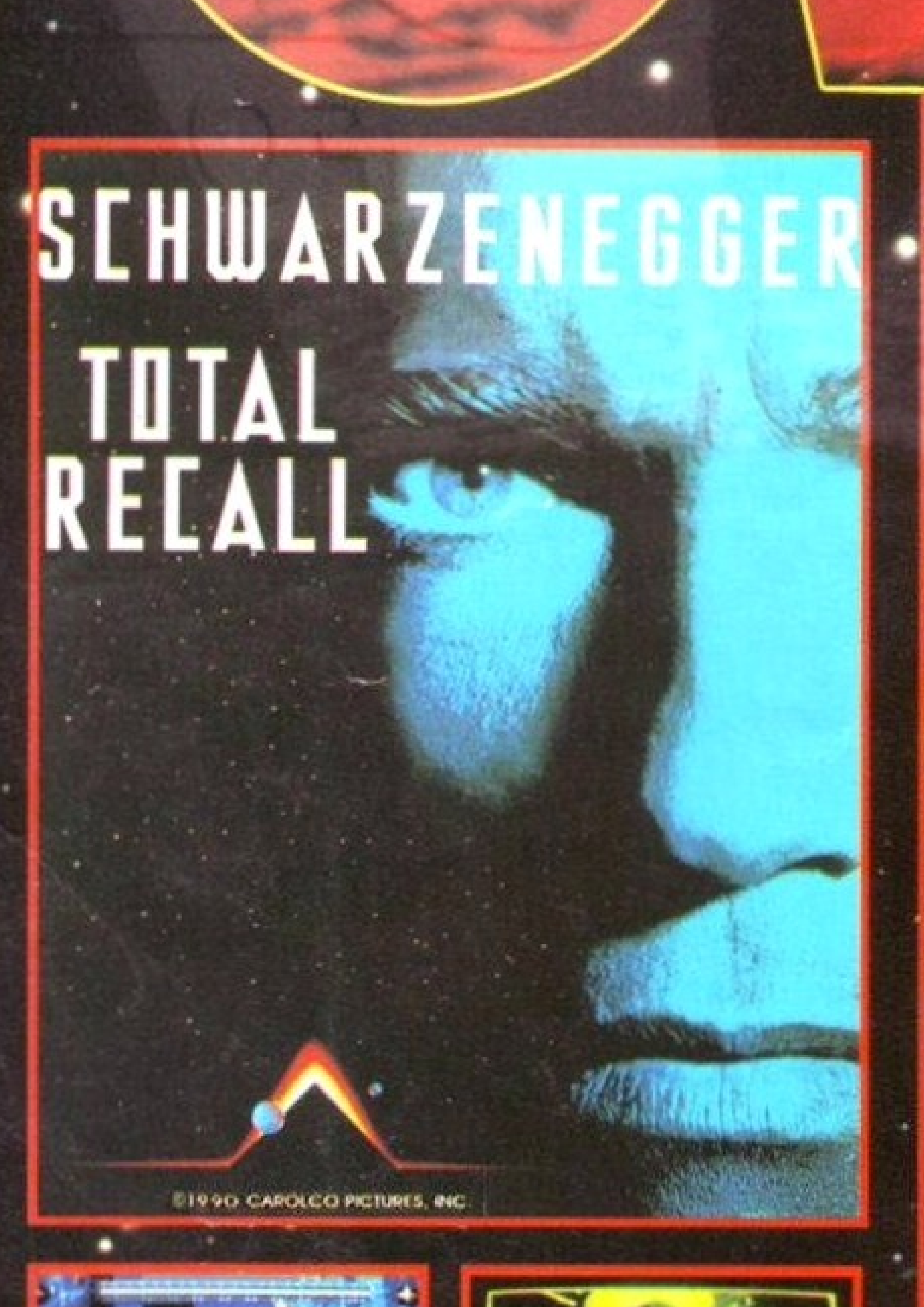


BRITAIN'S BIGGEST AND BEST-SELLING AMIGA MAGAZINE
AMIGA FORMAT
ISSUE 19 ■ FEBRUARY 1991 ■ £2.95
GOT ONE OF THESE?
AMIGA
COVER DISK 19
AMIGA FORMAT
Champion of the Raj
Battle with man-eating tigers in the playable demo of Imageworks' Indian epic
Menumaster
Get to grips with the menu program we use
Play 590
Play huge sound samples straight from hard disk
Island
Atmospheric text adventure
Pic of the Month
Aargh! We've been menaced!
ILBM>RAW - Converts graphic files
Install - printer Makes printing so easy!
Mosaic - Programming demo
Documentation on Page 15
NO COVERDISK?
Then ask for one from your newsagent
THEN GET THIS!
Vital information for all new owners
■ What to do when things go wrong
■ Where to start with graphics
■ How to get that printer working
REVIEWED: Ninja Remix, Battle Command, STUN Runner, Horror Zombies and many more
The 15 best games of all time
16 million colours on screen
GB Route travel guide
Hints, tips and advice galore
Workbench p171
Gamebusters p97
02
9 770957 486004

POWER







As
Doug Quaid
you have been
haunted by recurring
dreams of another life on Mars.
You are drawn to Rekall Incorporated, a unique travel service specializing in implanting fantasies into the minds of those who desire to turn their dreams into reality.

THE EGO TRIP OF A LIFETIME

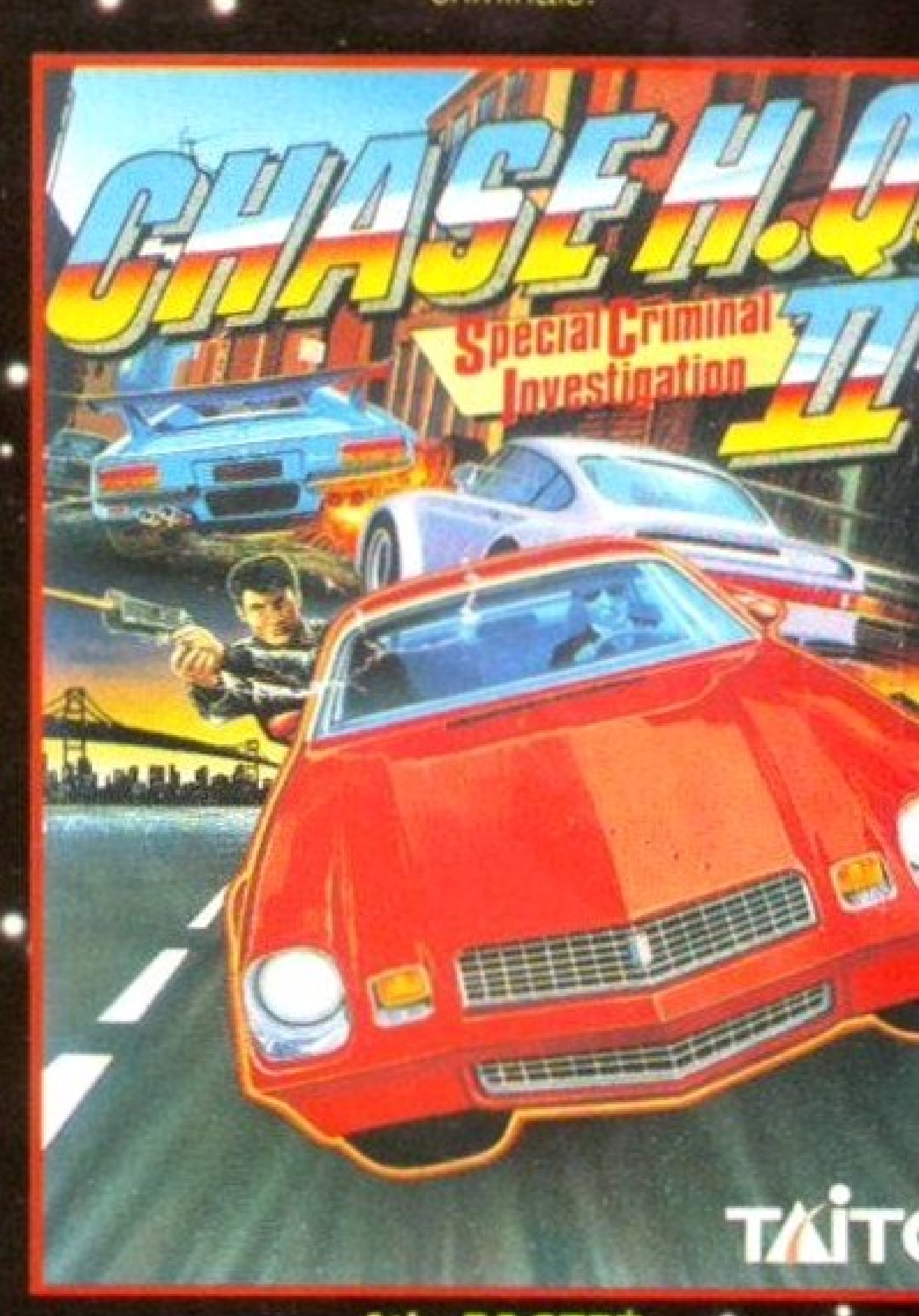
Experience
the horror as your dreams
turn into hideous nightmares. Suddenly your every move is monitored by would-be assasins. You discover the surreal truth -

YOU'RE NOT YOU - YOU'RE ME

You
must travel
to Mars to discover
your true identity - your mission
is now a journey of non-stop action, strange mutants, futuristic vehicles and a startling array of weaponry all captured in superbly executed graphics and a game play that compliments the success of the year's top movie.



continuing where CHASE HQ left off.
The Arcade thriller takes you from the bright lights Paris to the rugged terrain of th Sahara.
Your mission is to track down,
chase and apprehend
the dangerous
criminals.



It's FASTER

Explosive power sends
you bulleting through various terrains -
hold the line or plough the fields!

It's TOUGHER

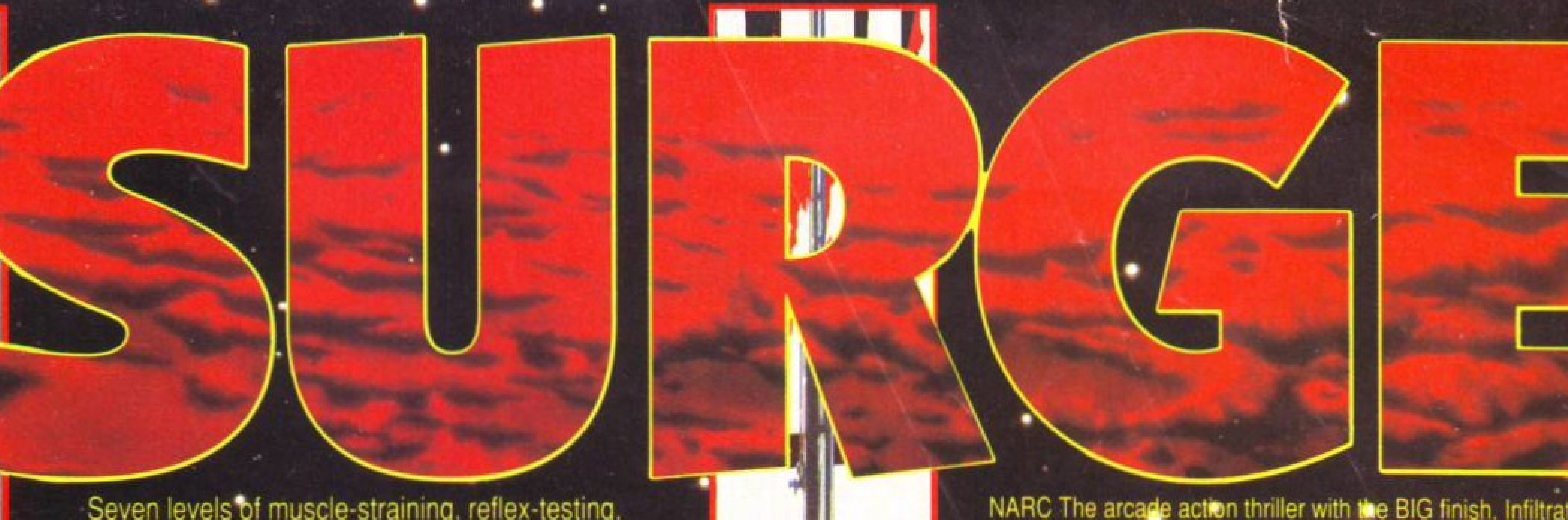
The criminals wield some
heavy hardware - but so do you!
You can shoot but you must dodge their flak... heavy gunfire, trucks unloading their cargo onto yo bonnet... it's the meanest pursuit game to hit the micro screen.







OCEAN SOFTWARE LIMITED
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MANCHESTER · M2 5NS
TEL: 061 832 6633 · FAX: 061 834 0650



Seven levels of muscle-straining, reflex-testing, sideways scrolling fury! Destroy the lethal drug Nuke, face a stream of deadly Nuke gangs, and then - if you survive - face the terror that is

ROBOCOP 2!







MORE THAN A GAME - ROBOCOP 2 IS THE PRIME DIRECTIVE.

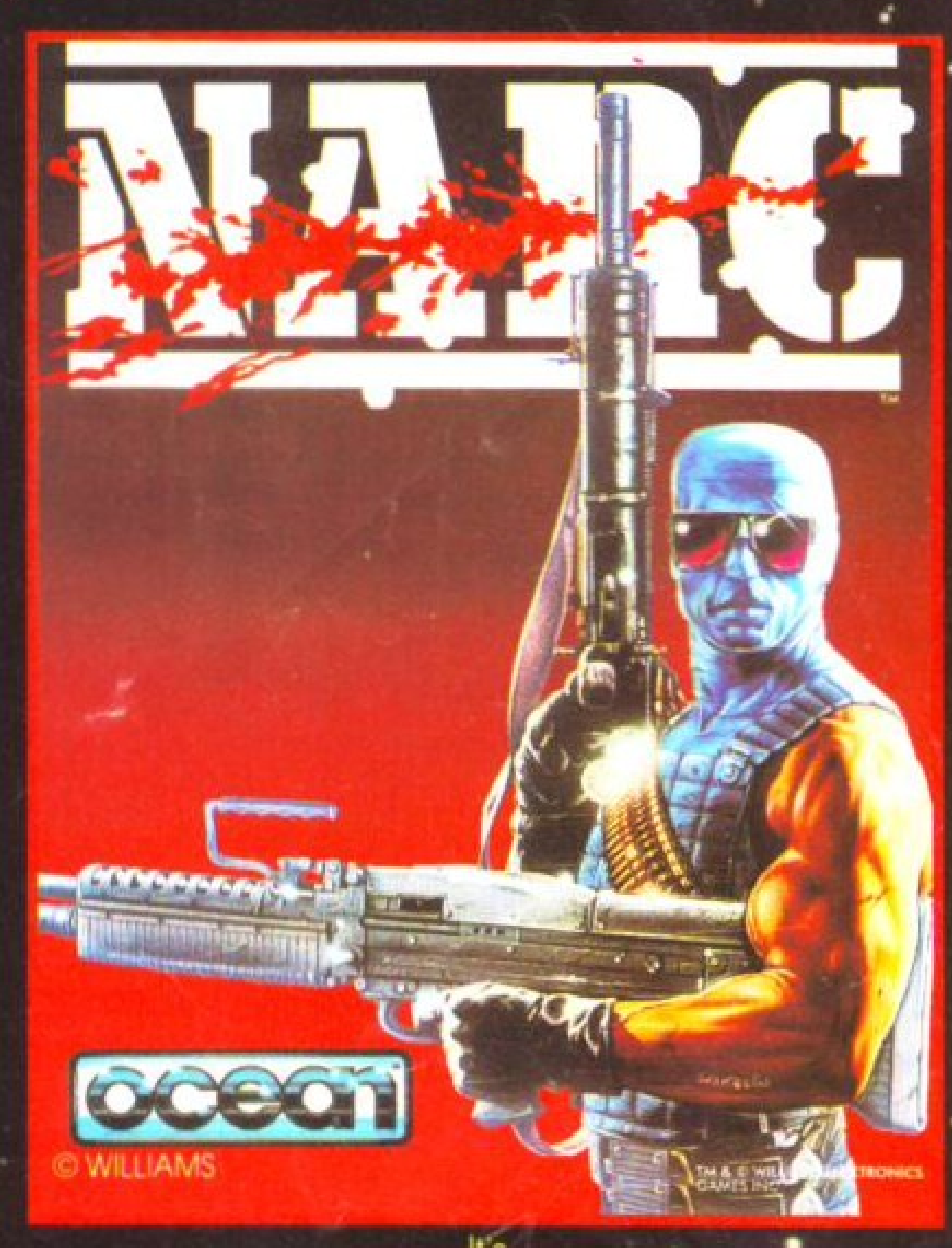
NARC The arcade action thriller with the BIG finish. Infiltrate the criminal underworld - your mission is to seek out and destroy the king pin of the MR BIG CORPORATION - if you get that far.

You'll have to outwit his enormous army of body guards... gangs of charisma-bypass patients in trench coats, the bullet brain with the build of a rhinoceros and the breath of a dung beetle, packs of vicious canine yappies, the psychotic clown with an evil sense of humour - you'll die, but not laughing!

Then there's the gas guzzling cadillac jock - a cool specimen, elbow hanging on the door rail, a serious looking piece in his hand and ready to blow you away as he rolls down main street leaving you coughing lead.





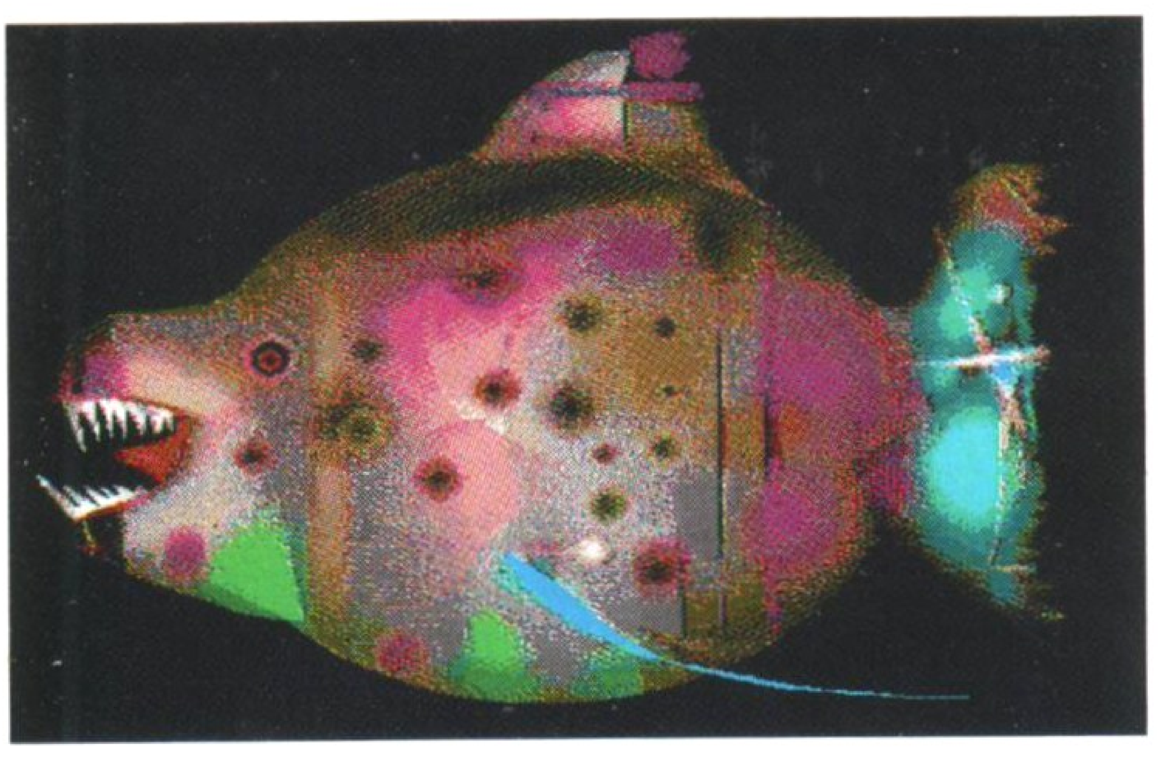


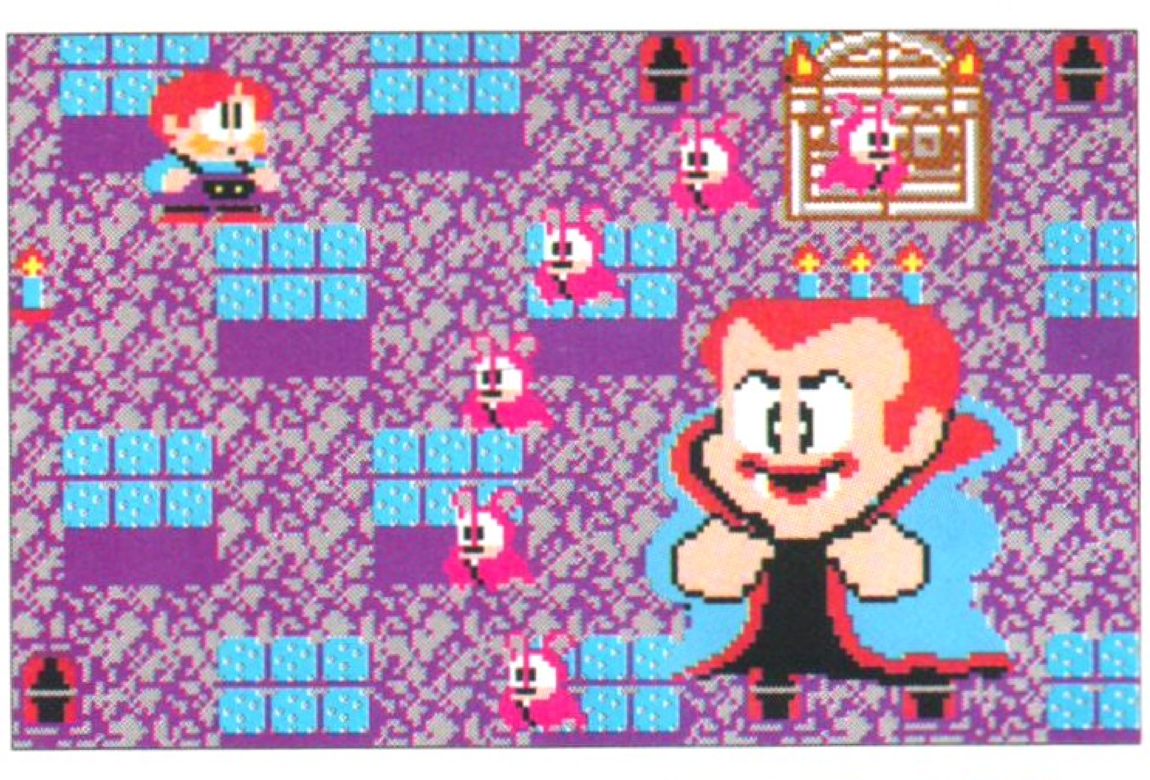
It's not all bad!... You've got a chopper to back you up, a mean, shiny street machine, some heavy metal hardware and some pretty neat moves. And what about the king pin... did I say he was Mr. Big? No, he's

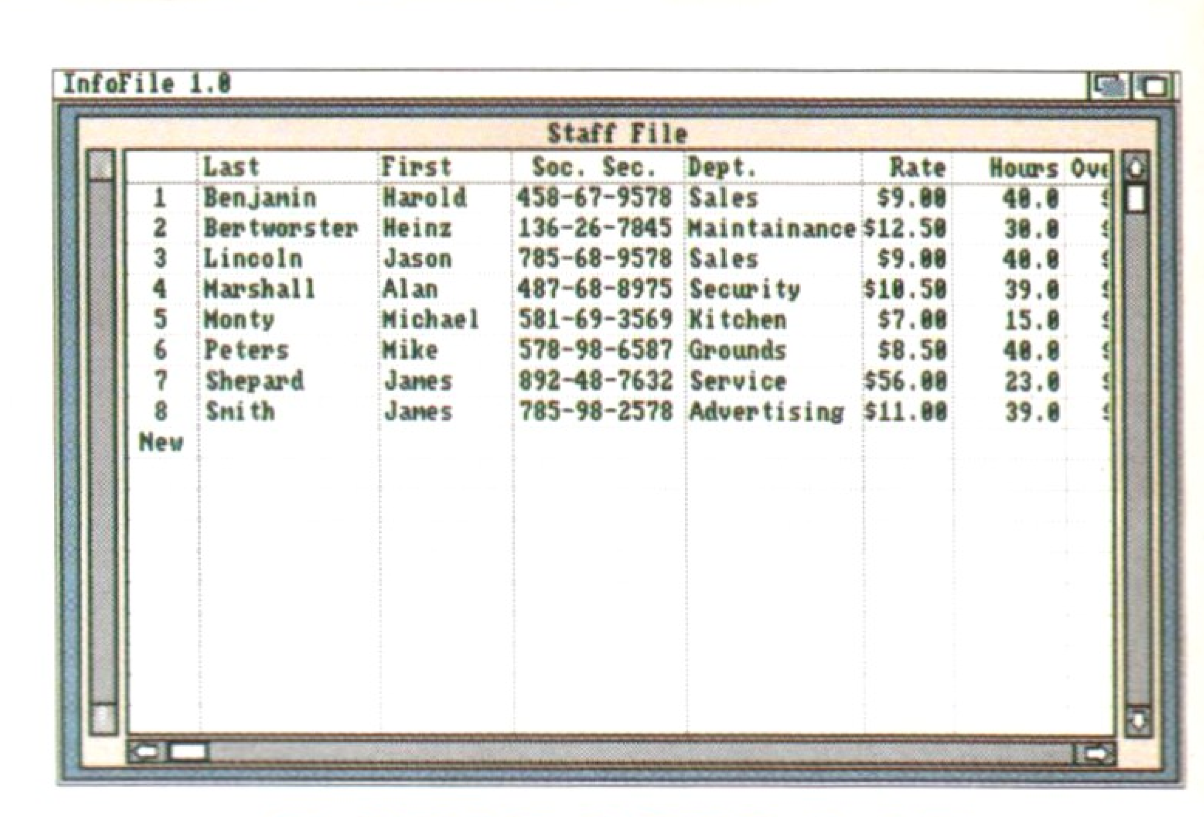
MR BIG!



AMSTRAD . COMMODORE . SPECTRUM
ATARI ST . CBM AMIGA







Competitions

Just Got One of These?

Then get the answers to your problems on p23

If you've just bought – or are about to buy – an Amiga, you may not know what to do when something goes wrong. We'll tell you how to solve little problems yourself and how to go about getting bigger ones solved for you.

AMIGA FORMAT 19 FEB 1991

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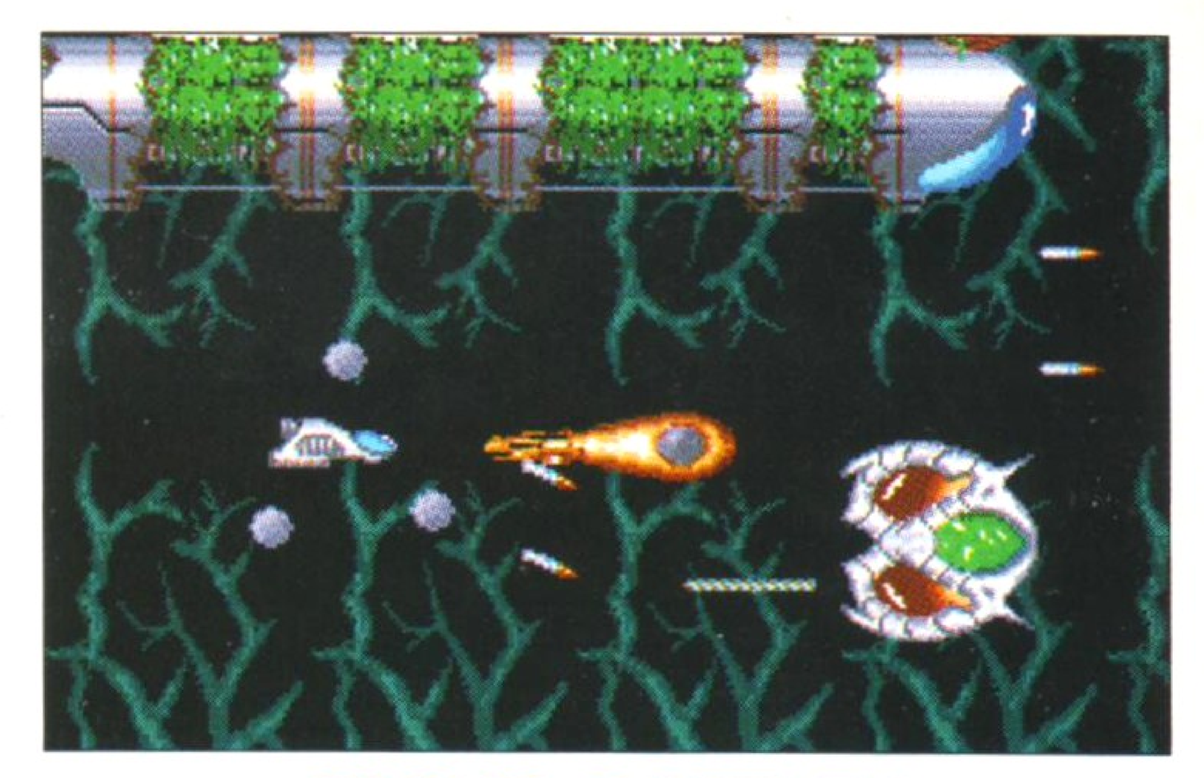
The Old Barn, Somerton, Somerset TA11 7PY ☎ 0458 74011



TRAVEL GUIDE 150
The utility that can tell you where to go



GET TANKED UP 52
Is Battle Command the best tank game yet?



GUNS OUT! 56
Is Z-Out the ultimate shoot-em-up?

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REGULARS

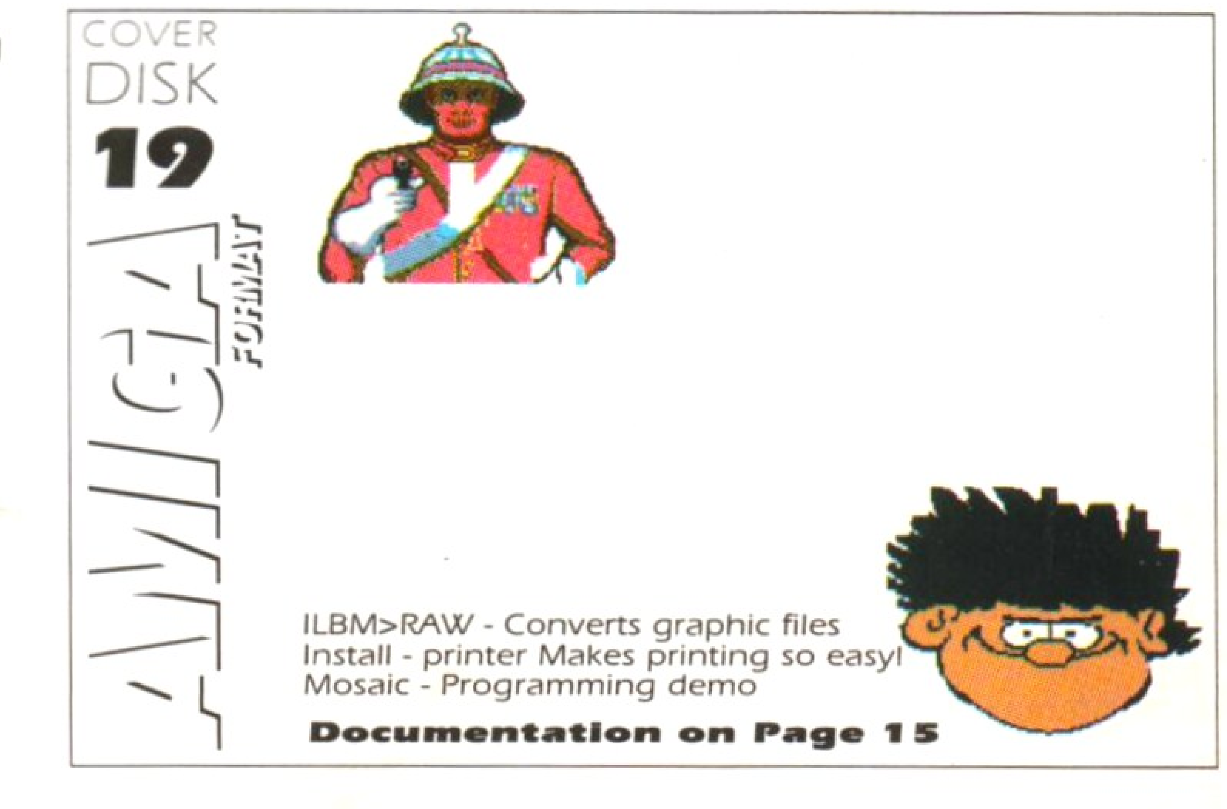
Screenplay P51

FORMAT GOLD

REVIEWED

Coverdisk P15

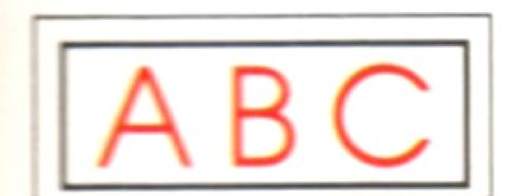
CHAMPION OF THE RAJ - An arcade action slice of Imageworks' epic Indian adventure.
ISLAND OF NEPHOTONS - Free for all, a whole adventure game in classic style – text-only.
INSTALLPRINTER - Makes using your printer easier than it has ever been before.
MENUMASTER - Use our menu program!
PLAY590 - This useful program will let you play samples of unlimited length straight from disk.
ILBM>RAW - Plug your pictures into programs.
MOSAIC - Teaches you how to program in C.
PIC OF THE MONTH - Gnash 'n' Grab!



SUBSCRIBE! P.161

If you read *Amiga Format* every month, why not make sure of your copy by getting it delivered straight to your door? Save hassle, save money and get a free game, too! See Page **161** for details! Also, take advantage of our Mail Order bargains.

MAIL ORDER P.174



Registered Circulation
57,123 Jan-June 1990
Member of the
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ULTIMATE BOOK FOR GAMERS

Following the success of Damien Noonan's **Get the Most Out of Your Amiga,** budding author Maff Evans hopes to achieve similar heights with his gameplayers' guide, **Screen Play.**

Since everyone else around duly passed the buck with such phrases as 'Ooh... deadlines' or 'Aw, you can manage that!', Maff has been working like a Trojan, burning gallons of the old midnight oil to put together the most comprehensive collection of maps, hints and tips ever compiled for Amiga games, and the finished masterpiece is now available.

With the added bonus of mini-reviews for over 100 games, Screen Play is a must for anyone who plays games on their Amiga. Both the brand new **Screen Play** and **Get the Most Out of Your Amiga** are available through **Amiga Format** mail order. Turn to Page 157 for a special **Screen Play** introductory offer.



FLYING FOR REAL

Would-be pilots will soon be able to take to the simulated skies and learn real flying skills on the Amiga. Bristol-based RC Simulations are preparing a realistic flight sim, complete with cockpit-style foot pedals and joystick, which could cut down on flying time for learner pilots and give armchair users a taste of life at the flight control panel.

It is designed to be as similar to flying real-life Cessna and Chipmunk aircraft as possible. "It is more than just a game," said Bob Sidwick of RC Simulations. "The closest thing to it is the simulation programs used by real pilots, but those have very little entertainment value at all. Our *Light Aircraft Simulation* program will take you through the flying checklist and procedures in absolutely authentic detail. The airports are in fact real British airports, set up as if they were real size."

To design the program the company drafted in an RAF pilot with 22 years of flying experience and they claim it could cut up to 10 hours off the flying time needed to qualify as a light aircraft pilot. "You still have to do 40 hours in the air," explained Bob, "but instead of needing 55 hours of lessons to pass, you might get it down to about 45. The program will cost around £45."

NEW AMIGA BOARD MAKES IBM PC REDUNDANT

The AT Once is a PC emulator that slots inside the A500 and allows PC and Amiga programs to run on the same machine at the same time. The 8MHz PC emulator is claimed to offer full IBM compatibility and support hard disks. It does its PC processing with the Intel 80286 chip found in the IBM ATs, but also on the board is a Motorola 68000 which takes over from the Amiga's similar central processor.

The AT Once is available now, costs £199 and will run any version of the PC operating system, MS-DOS, from 3.2 onward. If you don't already own MS-DOS, supplier Silica will sell you a current version 4.01 for £50.

An Amiga 2000 version isn't available yet but distributor Silica plans an adaptor to allow the AT Once to drop into a 2000. A card cage to allow the A500 to take PC expansion cards is promised and a 386SX version is also on the cards.

The Amiga's serial, parallel and mouse ports are used as if they were the PC's equivalent ports. The internal disk drive of the Amiga becomes a 720K PC disk drive and any external 3.5 or 5.25 inch floppy disk drives are configured as their PC equivalents.

An onboard utility allows you to use as much memory as is available on the Amiga and memory above the normal 1Mb limit can be accessed quite comfortably as extended memory in PC mode.

To install the AT Once you have to take your Amiga apart and invalidate any remaining warranty, but the instruction book supplied by Vortex makes this a simple enough task that will take an averagely dextrous and intelligent person less than half an hour.



As with most PC emulators, the display lets the AT Once down a shade. Four colours from a machine that is usually capable of 4092 more is a disappointment. From a choice of CGA, Toshiba, Olivetti and Hercules displays, CGA is currently the most usable. Better resolution than CGA is possible, but at the expense of taking the Amiga into the flickering interlace mode.

Expansion cards should make it possible to use EGA and VGA display, but this may take its toll in processing speed. Silica claims that the availability of card slots will soon mean that an Amiga will run as a VGA PC for under £300.

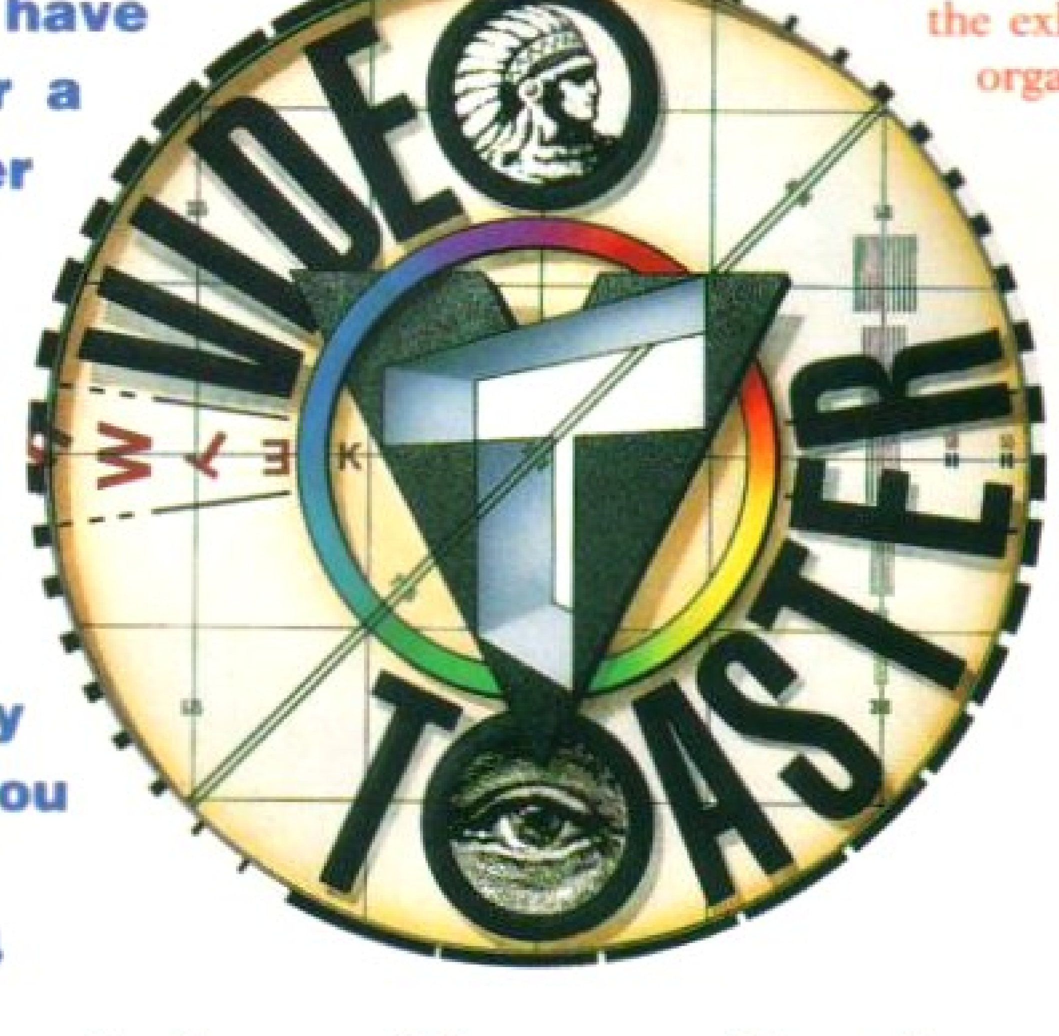
Silica Systems ☎ 081-308 0888

TOASTER POPS UP

Newtek's Video Toaster video effects and mixing box has started to ship at last. The first units went out in mid-November and Paul Montgomery, Newtek's Vice President, expected supply problems to be sorted out within a few weeks of that time. Newtek have still not announced whether a PAL version of the Toaster will appear: at present it is only available in NTSC which makes it unlikely to make an impact in the UK. At $1,595 it is a very inexpensive method for producing broadcast quality effects, so we'll keep you posted on a PAL version.

Newtek ☎ 0101 913 354 1584





CD Conference

If all the talk of CDTVs has whetted your appetite for all things CD, then you may want to attend the CD-ROM Europe '91 Exhibition and Conference at the Novotel in London from May 21-23.

The show will feature the latest CD-ROM publications, hardware, software, development tools and related products. If you're interested in attending the exhibition or conference then contact the organisers Agestream.

☎ Agestream 0733 60535

1992 And All That

Evidence of the Amiga's strength in Europe and, more specifically, Germany was provided by the attendance of 67,000 at the recent four-day Amiga '90 exposition in Cologne in Germany. Over 160 companies were exhibiting and the show was sponsored by Commodore Germany whose stand was highlighted by a forty-foot-high video wall.

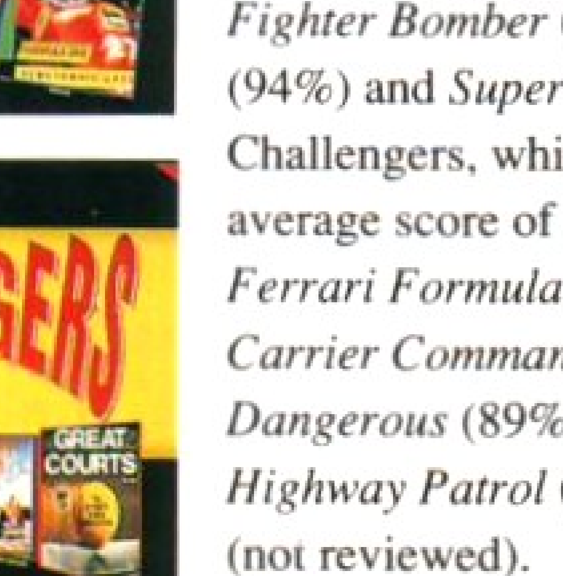
The show included events like the art pavilion where over 90 pieces of Amiga art were on show, the AmigaDOS Cafe where panel discussions and debates on Amiga topics took place and a series of masterclasses on graphics, animation, video and programming. The organisers, AMI Shows Europe, plan three shows for 1991 - Berlin on April 25-28, London on June 7-9 and Cologne again in November. Could be a biggie in The Smoke in June. AMI Shows ☎ 010 49 8106 31093

SOFTSELLERS CEASE TRADING

Mail-order firm Softsellers have ceased trading, so don't order anything from them. If you have orders outstanding with the firm then you should write to Diana Haywood at Patterson and Thompson, 12 Lower Brook Street, Ipswich.

Cracking Compilations!





UBI Soft have announced two absolutely corking compilations. Retailing at £29.99, the packs are called Challengers and Full Blast. *Pro Tennis Tour* (87%), *Fighter Bomber* (87%), *Stunt Car Racer* (94%) and *Super Ski* (69%) are the Challengers, which sport an amazing average score of 84%. Full Blast stars *Ferrari Formula One* (before our time), *Carrier Command* (ditto), *Rick Dangerous* (89%), *P-47* (80%), *Highway Patrol* (48%) and *Chicago 90s* (not reviewed).

THE PARTS OTHERS CAN'T REACH...

Having trouble with dust, dirt and other gunk infiltrating your keyboard and nooks and crannies? Then the Mini Vac could be the answer to your cleaning problems. It's a set of attachments that fits onto an ordinary vacuum cleaner, but they are very small so that you can get at all the fiddly little areas where normal attachments can't get. It doesn't just clean out keyboards, but also gets to any other hard-to-get-at places as well. The whole kit costs £10.95.

☎ Mabbott & Griffith 0766 771398

Fair Deal At Fair

Computer shows seem to be taking place ever more frequently and the All Formats Computer Fair pops up with more regularity than most. The latest instalment of the long running and low cost event takes place at the New Horticultural Hall, Westminster on Saturday 2nd February from 10-5, £3 entrance fee. The show is very much a bargain-hunting affair where you won't find fancy stands, just companies trying to sell software and hardware at low prices. Advance tickets: ☎ Mike Hayes 0457 875229

Who Is John the Parrot?



Hooray for Henrietta is the first in a range of educational programs for the Amiga from Scetlander. It's a fun maths program aimed at 5-12 year-olds and is available now at £24.99. It covers addition, subtraction, multiplication and division, has eight skill levels, a parent/teacher section for customisation, a progress recorder, attainment levels and also promises no boring repetition but an endless supply of new problems. *Hooray* is followed by *Henrietta's Book of Spells*, also £24.99, aimed at improving the language skills of 7-14 year olds and available now.

☎ Scetlander 041 357 1659

WHY CAN'T I SAVE INTERPHASE GAMES?

If you bought last month's two-disk special bumper issue, you may have played the complete game *Interphase* and been mildly irritated to find you can't save games. Were we trying to con you? Hell, no! It was a bit of a mix-up between Mirrorsoft, who supplied us with a master we couldn't use, and Adrian Stephens, who accidentally sent us a useable but slightly bugged version. Adrian is now doing a patch that will cure the problem and it will be on next month's Coverdisk.

Graftgold go Virgin

Following the success of Graftgold's Super Off Road conversion for Virgin Games, the programming team have signed up for another project with the Branson bunch. The working title is Realms, but little is yet being said about the plot or design of the new game.

Since the team have scored in a variety of genres in the last year, with games like the classic Rainbow Islands, Paradroid '90 and Simulcra, anything the Grafts touch is likely to turn to gold.

BARGAIN BOX

Infogrames have unveiled a really smart-looking gift package for the New Year, offering three games for price of two. The games are fully boxed and come in a video-style binder. The first three-pack will feature Welltris, North and South and Tin Tin on the Moon.

It's hoped that the classy look of box, complete with smart Infogrames Armadillo logo, will make it the kind of present you'll want to keep – as they say at the Post Office.

SO YOU WANTED AMIGA ROUTE PLANNING?

We get hundreds of letters at *Amiga Format* from people who want to make their Amigas IBM-compatible. The main reason for this is *Autoroute*, an extraordinary combination of map, database and route planner only available for the IBM PC-compatible office computers. A new route-planning program could answer your prayers.

Priced at £40, GB Route is the first program of its kind on the Amiga. It provides a route map of the UK, asks you to enter your starting point and destination and prints out a 'best route' for the road journey. Mike Stanworth of Complex Computers, the program's creators, says; "Even if we only tap 1% of [our potential] market we are talking about 5,000 users. We have demonstrated the product to seven major distributors. They all think it has enormous potential."

Complex Computers ☎ 0706 224531

ARTBEAT'S CORRECT NUMBER

Last month's review of *Simpatica*, an excellent if professionally-priced utility for editing animations and recording them to video tape, unfortunately carried the wrong phone number for its producers, Artbeat Graphics. The correct number is 0268 289 384 – our sincere apologies for any inconvenience caused.

Human Mutant Signpost Turtles

Think Limited have come up with two new clip art collections and an introduction to the educational language Logo. The two clip art sets are *Transport and Signs* at £15 and *Human Biology* at £25. The transport set has over 200 images including all manner of vehicles, safety signs and the highway code. The human biology set also has over 200 images which includes labelled pictures, schematics, processes and flow diagrams.

Talking Turtle is a guide to Amiga Logo (which you'll have to acquire separately) and provides a step-by-step guide to using it. The disk and manual package make suggestions for classroom activities, explore one-key Logo for the young, helps develop deductive reasoning and task analysis, and looks at recursive procedures. The program is aimed at teachers and parents and costs £19.95.

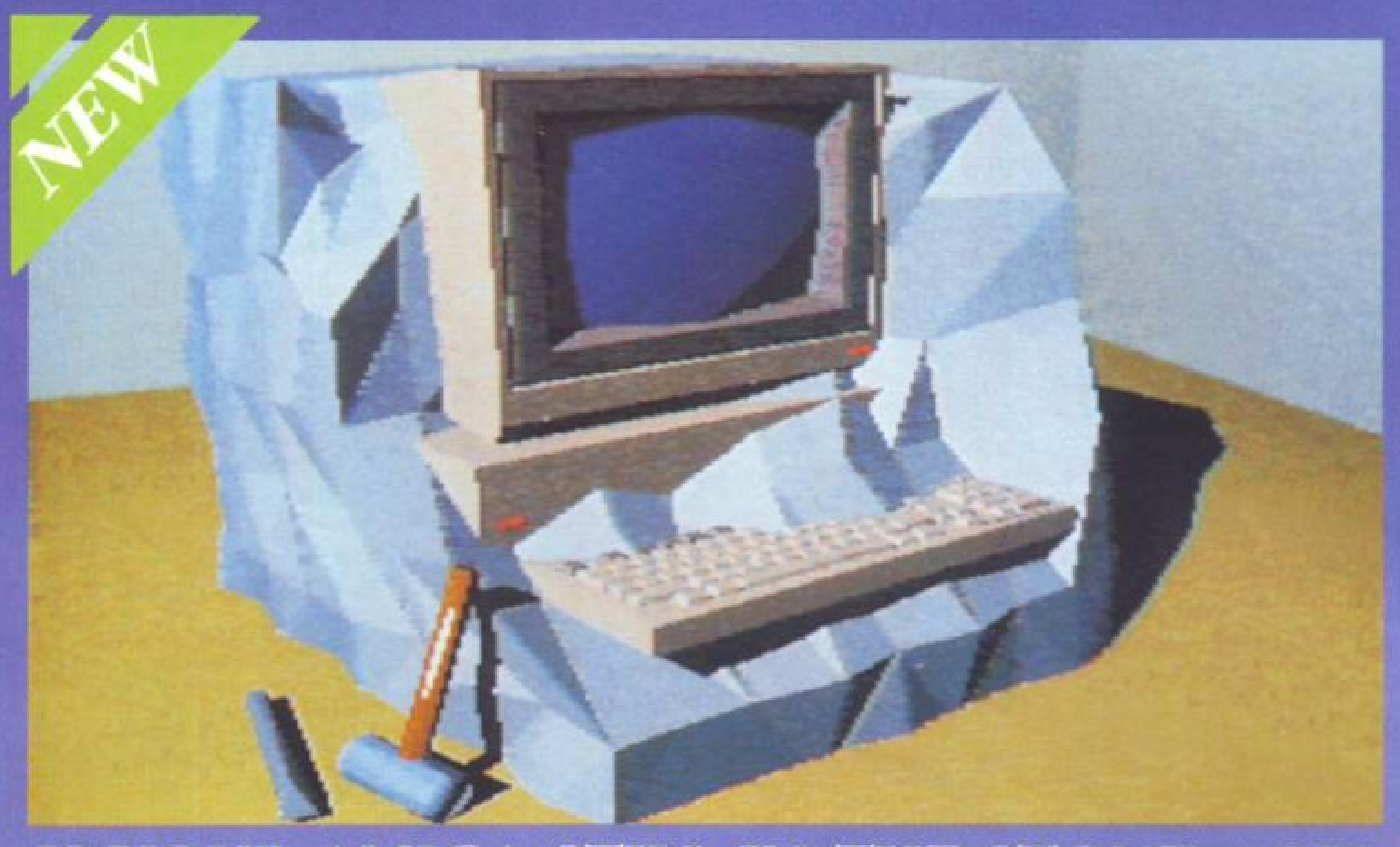
Think Limited, Prudential Buildings, 46c High Street, Erdington, Birmingham B23 6RH

BRITISH GAMES WIN EUROPEAN AWARDS

The first of the year's round of software awards, courtesy of France's *Tilt D'or*, have once again underlined Britain's lead in the European games marketplace. *Captive* stole the Best RPG title, *Lotus Turbo Challenge* was flagged as the Best Racing Game, while *Powermonger* took the title of Best Strategy Game. Other winners were Broderbund (*Prince of Persia* – Best Animation), UBI Soft (*BAT* – Best Graphics), Electronic Arts (*LHX Attack Chopper* – Best Flight Sim, *Indianapolis 500* – Best Sports Sim), Mirrorsoft (*Wolfpack* – Best Simulation), Storm (*SWIV* – Best Hope), Empire (*PipeMania* – Best Strategy/Action) and Innerprise (*Battle Squadron* – Best Shoot-em-up).

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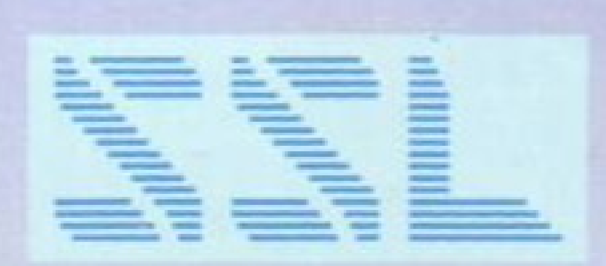


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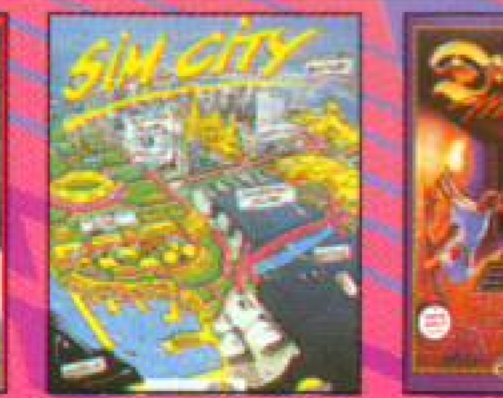
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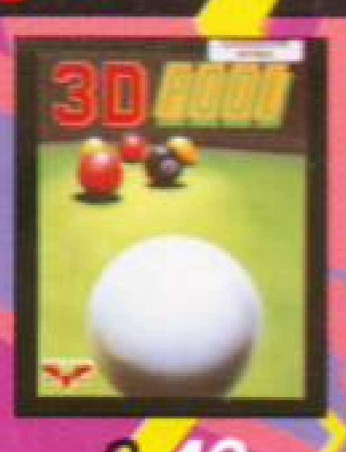
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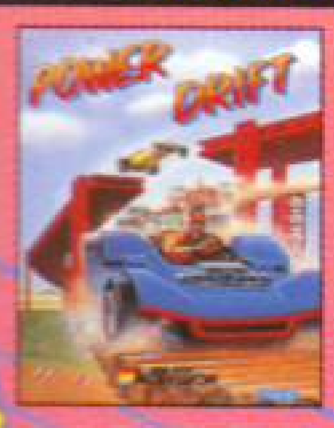
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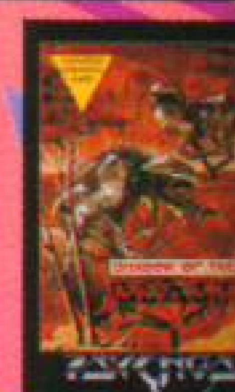
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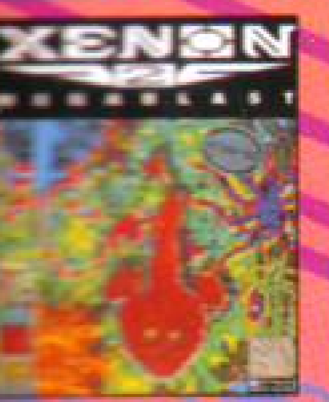
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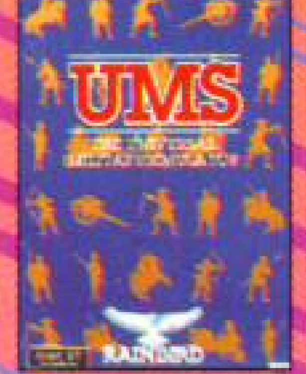
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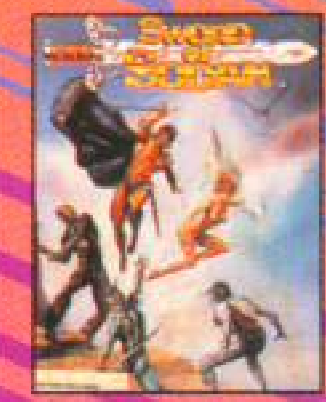
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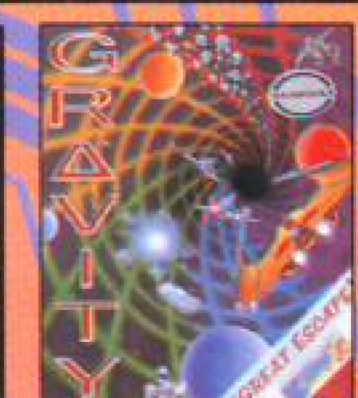

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ON THE DISK

GETTING STARTED

It's easy. Just put the disk in the drive and after a few seconds you will be asked if you want to play *Champion of the Raj* or see the rest of the programs. Type Y and press return for the demo, or N then return to get a menu up. To play the adventure game *Island* you have to boot Workbench, insert the Coverdisk, double-click on the icon, and double-click on the adventure icon.



DISK FAULTY??
Turn to Page 18 NOW and learn how to use your Coverdisk

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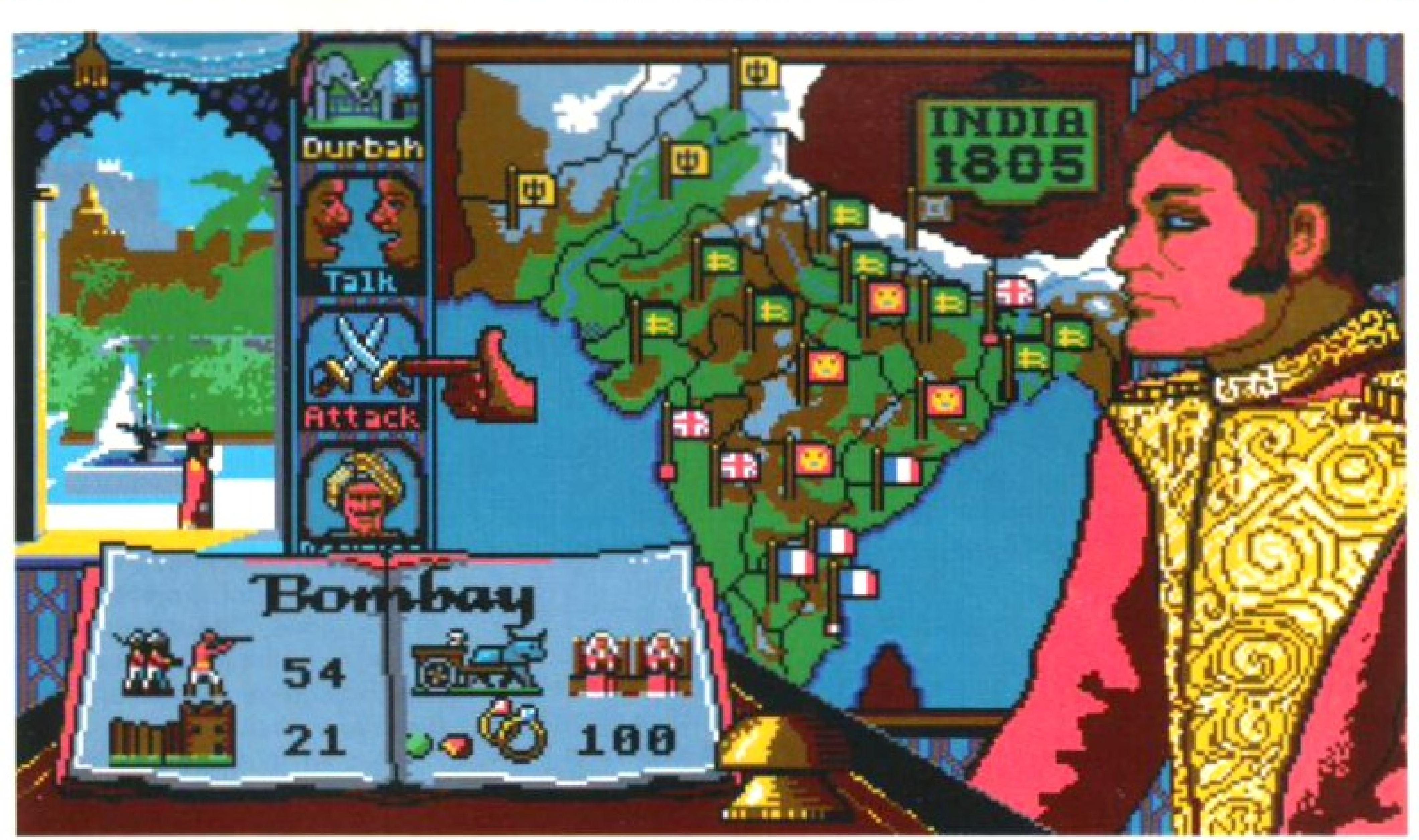
Think you've got what it takes to write for the Amiga Format Coverdisk? Prove what you can do and earn yourself some cash in the process! We're after Workbench hacks, demos, utilities, games... You could earn up to £800! Turn to P18.

COVER DISK

From shooting tigers in India to converting IFF files, this month's Coverdisk has a plethora of programs to titillate and intrigue. PAT McDONALD explains how simple it all is to use...

CHAMPION OF THE RAJ

PSS



In the demo you always play the Chairman of the Honourable East India company, based in Bombay.

This is a small taster of a huge historical strategy game. In the full version you choose to play one of six different factions who are battling for control of India at the start of the Nineteenth Century.

There's a lot missing from the demo, mainly because the full game comes on several disks. Owners with 512K of RAM please note that it takes several minutes for the demo to load. A total of six arcade sequences appear in the game: but to give a general idea of what they'll be like, one has been included in the demo.

Tiger hunting, that's the name of the game. One pukka sahib with a gun versus a man-eating tiger is not as easy as it sounds. For one thing the tiger's are very well camouflaged in the long grass. Native beaters stroll about, pushing the tigers into the open – make sure that you don't accidentally shoot the natives, because they take offence at this arrogant behaviour.

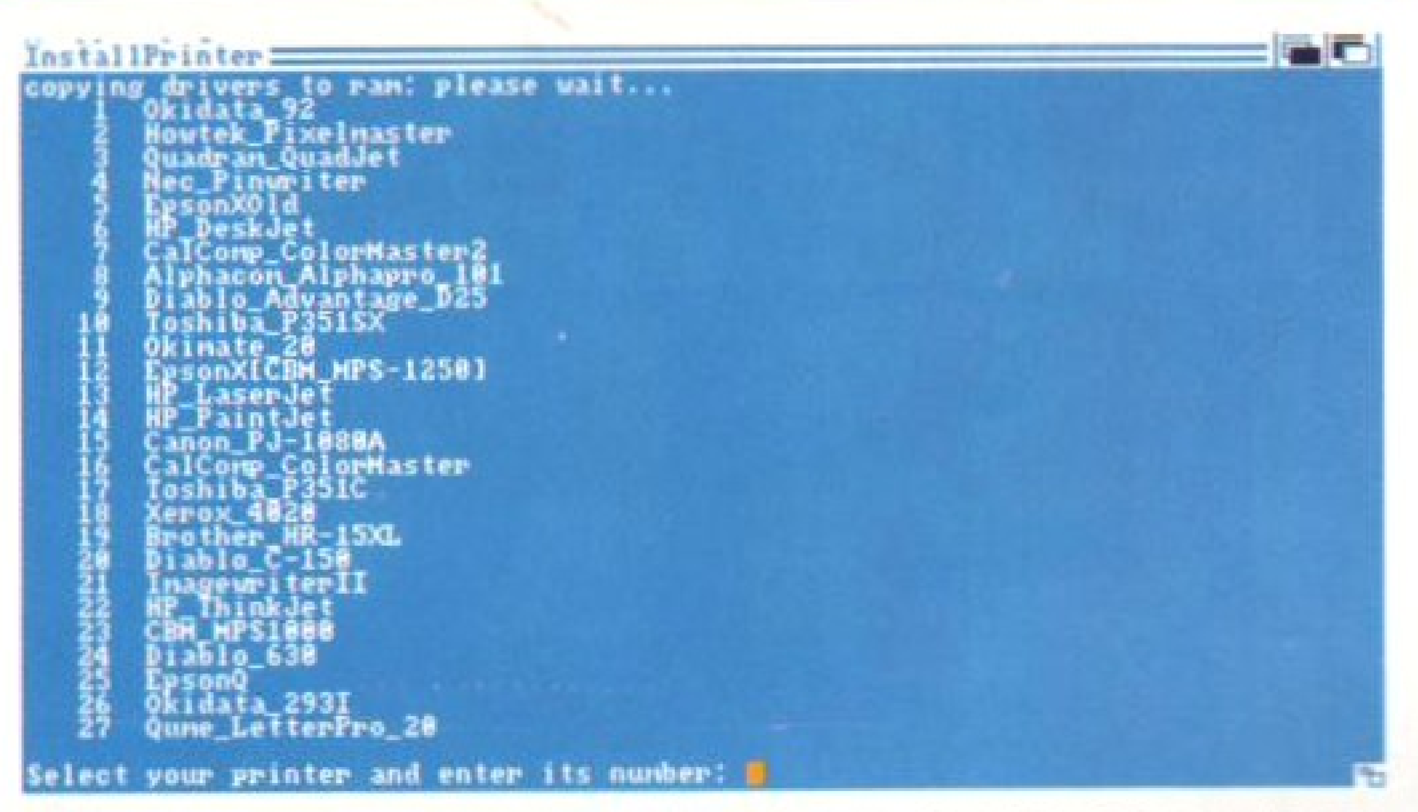
Controls: you can either use the mouse or the cursor cluster (up-down-left-right) to move your gunsight, and the Space bar is used to fire the gun. Don't forget that it takes a few seconds to reload after each second shot – and don't let them Bengal pussycats get too close, or you'll be in for a mauling!



Bagged a few tigers, but they're beginning to close in. Those beaters tend to get in the way at times, but it's not a wise idea to shoot if they're in the way.

INSTALLPRINTER

MARK SMIDDY



The new *InstallPrinter* informs you of just what it's doing and also keeps the disk swaps to a minimum. A vast improvement over the official offering.

This is a replacement for the utility which is on every Workbench disk. The original program can be a nightmare to use for single-drive owners, because it entails lots of disk swapping to copy the printer drivers from the Extras disk onto a Workbench disk.

This one is a lot easier to use and keeps disk swaps to the absolute minimum. It's also very easy to put onto your Workbench disk, although a gremlin appeared at the last moment which makes it difficult for the hard of reading. So pay attention!

First, make a copy of your Workbench disk as per the manual – you can also read this on the last disk page. It's wise to do any modifications on copies of original disks, never on the original itself.

Having made a copy, boot up with it and double-click on the Shell or CLI icon. When the window has opened, delete the original program by typing in:

```
DELETE Utilities/InstallPrinter
```

To copy the new program onto the disk, type in:

```
COPY FROM "Coverdisk 19:InstallPrinter" to "Utilities"
```

Finally, to correct the program (unfortunately an incorrect version was saved onto the Coverdisk, and it could not be corrected in time) type:

```
ed Utilities/InstallPrinter
```

You will be presented with a display of the program. You can move around it with the cursor keys – there are some informative comments on how the file works, for the curious. Anyway, the first and fourth lines need altering to:

```
.key number
.def number 0
```

To save the file again, press the Esc key, type x and press Return. Next time you want to copy some printer drivers from the Extras disk (or any other disk) to another disk, this program will do it for you in half the time of the old one. See Page 141 for more on using printers.

PIC OF THE MONTH



This month's one and only artistic winner is David Greenfield from Solihull, with something rare and elusive – wit. Why are we getting so many cartoon entries? If it's a picture then please rush it to: Pic of the Month, Amiga Format, 30 Monmouth St, Bath, BA1 2BW.

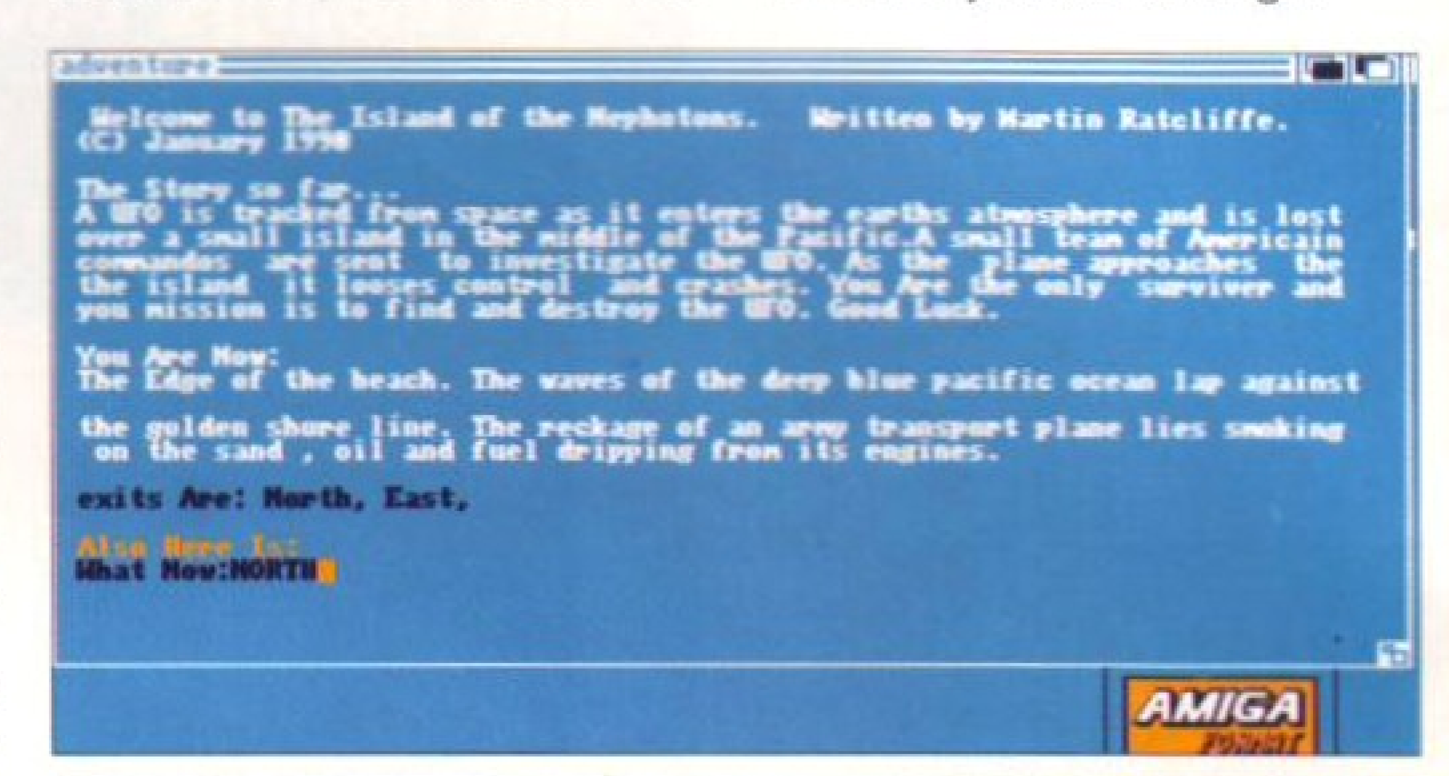
ISLAND OF NEPHOTONS

MARTIN RATCLIFFE

Many people who have had computers for years reminisce over text adventures. These were games which worked as follows: the computer gave a description of your surroundings, and waited for you to type a command in. You could move from place to place, pick things up and put them down and talk to different creatures.

There were rarely any graphics in these games, because they relied on imagination. This is such a game from Martin Ratcliffe of Stoke-on-Trent, for readers who have requested such a game and also for those who have never seen a text adventure.

To get it to work, you must first boot up with the Workbench. When the drive stops, insert the Coverdisk. A large icon with "Coverdisk 19" underneath it will appear. Double-click on this, and then double-click on the *Island* icon. One final note: the window size will need to be adjusted and the text description will have disappeared. Type "Look" to get an idea of your surroundings.



***Island Of Nephotons'* plot involves you single-handedly destroying an alien spaceship on a deserted Pacific island. It's not an easy game to win, particularly because it's text-only.**

MOSAIC

PAUL OVERAA

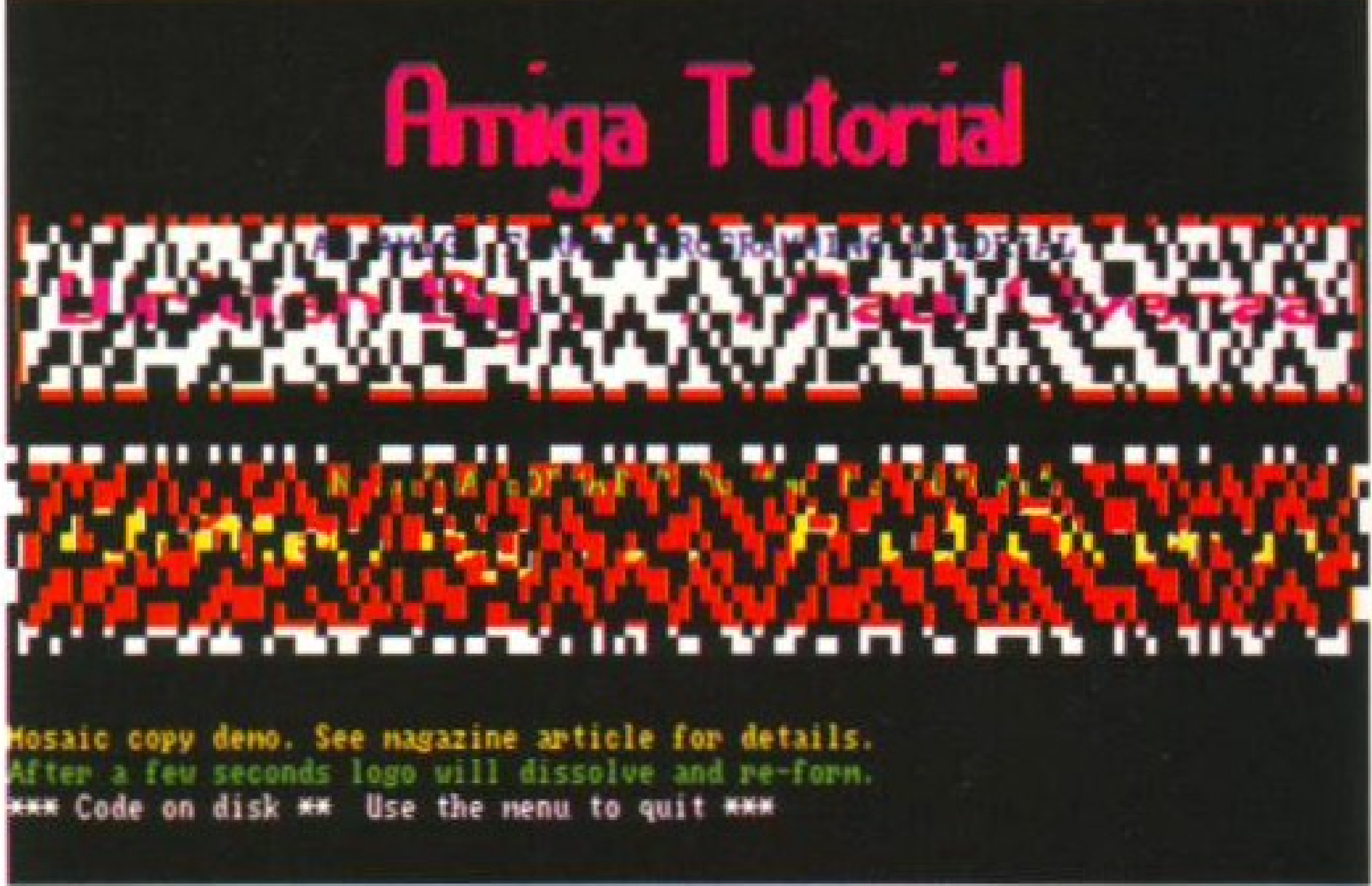
This is another one of Paul Overaa's excellent programming features, but put on the disk rather than in the magazine – there was, unfortunately, not enough room in the issue to print it properly with all the code. The text can be viewed from the menu, as can the source code for the example and the example itself.

But what does it do? Well, *Mosaic* is an example of patterned transfer, where blocks are taken from an image randomly and redisplayed elsewhere.

It sounds simple enough, but as Paul explains, generating a random list of coordinates and using each set only once is not at all easy. Run the *Mosaic* demo first, to get an idea of what it's all about. To leave the demo, select quit from the menu – move the mouse pointer to the top left of the screen and hold down the right button to get the menu.

Next, take a read of the article. This is not too difficult to grasp. It provides some useful insights into how programs are designed and written and is easy enough to read. Finally, for the coding people, the entire source code is included. Being over 100K long there's quite a lot of it.

Important files to watch out for are Mosaic, Mosaic.c and Mosaic_Text. These are, respectively, the program, the source code and finally the article.



The Mosaic demo is an example of mosaic tiling – removing one part of the screen and replacing it elsewhere.

ILBM>RAW

THOMAS YOUNG



Most of the impressive graphics for computer games are designed on art packages, and subsequently have to be transferred into RAW binary format to be included in the program.

This program from Thomas Young of Oxford is aimed primarily at programmers. For those who are curious anyway, ILBM stands for interleaved bit map. This is the graphics format that most art packages save and load files in, often (and mistakenly) called IFF format.

Anyway, what this handy gadget does is to convert files saved in that format to RAW format. And what's that? I hear you ask. RAW format is the straight binary data that programmers can include in programs. Indeed, such people who are blessed with Devpac 2 or a similar assembler can add the data to their programs by using the INCBIN directive, standing for 'include binary'. The program only works from the Shell or CLI.

The format is really quite straightforward. Use something like this:

```
ILBM>RAW source.iff destination.raw
```

This will read a file from the source, convert it and process it to the destination. If you type a space then M right at the end, a mask bitplane will be added to the final file – this is useful when detecting collisions.

For those interested in such things, the source code is also included in the disk, with the name ILBM>RAW.s. Other files of note are ILBM>RAW (the program) and readme.doc, which just tells you what's written here.

MENUMASTER

DAVE MATTHEWSON

This is a front-end menu system which was used to assemble the contents of this very Amiga Format Coverdisk into some sort of order. It provides a simple way of selecting different programs on a disk, is fully mouse driven, and was written by David Matthewson from Cramlington.

MenuMaster provides up to 32 different selections, which means that plenty of choice can be offered – many more than by relying on pressing a function key. Selecting a program is just a matter of pointing with the mouse and clicking. If you want to just have a text message and no actual result, that's fine – pointing and clicking will do nothing except jump back to the menu.

The main feature of this menu program is that it's very easy to set up and edit – perhaps a bit too easy for some to meddle, so don't try changing it unless you're sure of what you are doing.

At the top left of the screen is a Mode button. This changes the way that *MenuMaster* runs programs, and clicking on it will cycle through the options of Execute, Run and Launch. Execute will start the program and stay with it, Run will start the program and come back to *MenuMaster* (so you can run more than one program at once) and Launch will close *MenuMaster* and then run the program. The default on the disk is Execute, so if you accidentally change it, then set it to Execute.

By holding down the right-hand mouse button an options menu will appear. There are three options here too: Shrink, Edit and Quit. Shrink will keep *MenuMaster* running in the background, but will keep a small window opened on the front screen so that you can go back to it. Quit will wipe the program and execute any other commands in the startup-sequence. Edit is the interesting bit...

Editing the options on *Menumaster* is simple and quick, and the changes can be saved and tried at once. Much better than editing the menu with a word processor.

The program works by remembering 33 text lines. The first is the title line at the top of the screen. The others are the messages which accompany each option. By selecting edit from the menu, a window will appear in the middle of the screen. This shows the message for each option, the command line that is needed to get the program to run and also any additional prompt information.

To cycle through the options, click on the up and down arrows to go through each message. By clicking on the relevant box, you can edit that line. Once you have finished you can save the changes onto the disk or cancel them. WARNING: DO NOT SAVE ANY CHANGES ONTO THE COVERDISK.

Files of note are MenuMaster (the program itself), MenuMaster.doc (a text file explaining it more fully) and MenuMaster.DAT (which is where all the menu details are stored).

PLAY590

MARK EVERINGHAM

The Amiga is a great machine for sampling, yes? The only problem is that samples take up huge amounts of space, both on disks and in memory – if you want to have long samples then you've got a problem.

Mark Everingham (who lives in Bristol) got around this by writing *Play590*. This program will play any file (no matter how long) as a sample. This means it's as good as your storage equipment. That is, if you have a hard disk drive then you're laughing, because you can store twenty minutes and upwards of sound on it.

But it will work from a floppy drive – there's an option on the Coverdisk to play the Pic of the Month. It doesn't sound that good, does it? It just serves as a quick example, really.

There are two ways to use *Play590*. You can use it from the Shell or CLI by typing:

```
Play590 samplename
```

Alternatively, if you prefer Workbench and have samples with icons, you can change the info on the icon. Click once on the sample icon to select it, and then select info from the menu on the top left-hand side of Workbench. Change the default tool to:

```
Coverdisk19:Player/Play590
```

There's a lot more to read about the program on the Coverdisk – just select the option on the front menu. Indeed, the author lists the drawbacks and advantages very well. The programming fraternity can look at the source code used by the program too.

All the *Play590* files are stored in a directory on the Coverdisk called Player. The files in question are Play590, Play590.doc, Play590.c (the source code) and their icons: Play590.info, Play590.doc.info and Play590.c.info.



Using Your Coverdisk

1. Always write-protect your disk. Move the tab so a hole is showing.
2. Back the Coverdisk up if possible. Instructions are given below.
3. Read the instructions when using the programs.

USING THE PROGRAMS

All programs on the *Amiga Format* disk are specially set up to make them as easy to use as possible. Simply put your Coverdisk 19 in the drive and switch on. If you want to play *Champion of the Raj*, press Y for Yes and then press the Return key. The majority of the other programs on this disk will run from a simple menu system – simply put the Coverdisk in the drive, press N then the Return key, wait for the menu to appear and then click on the red button by whichever choice you want, with the mouse.

Full details on how to use any programs that will not run from this menu system are included in the Coverdisk pages on the preceding pages of this magazine.

BACKING UP YOUR DISK

It is important to make a backup of the Coverdisk as soon as possible. Copying the disk may sound like a complicated task suitable for techno-buffs only, but it is surprisingly simple provided you read the following instructions carefully:

1. First, turn on your machine and load Workbench. Once the Workbench screen appears and the disk-drive light goes out, remove your Workbench disk and insert our Coverdisk.

2. Next, click once on the Coverdisk icon and then press the right mouse-button and the Workbench menus will appear. Now, while keeping the right mouse-button depressed, move the mouse pointer over to the 'Workbench' heading and a menu will drop down. Move the mouse pointer over the 'duplicate' menu option and then press the left mouse-button.

3. After a few seconds' disk access, the Workbench DiskCopy tool will be loaded and run. Now just follow the on-screen prompts and your *Amiga Format* Coverdisk will be copied to a backup disk. When the machine asks for the destination, insert your blank disk into the drive.

Further instructions are in the user's guide that comes with your Amiga or in the *Taking the First Steps* article on Page 239 of the last issue of *Amiga Format*.

DISK PROBLEMS?

If you have a problem with the disk – and you're sure the disk is in full working order – then you may need a little help. We cannot normally give out advice over the telephone – but if you are completely stuck, Pat McDonald may be able to deal with any problems you may encounter. Please remember that giving this sort of advice is extremely time-consuming and we are very busy people, so only call if you really have to and do be considerate if we can't talk to you at that particular moment. It is generally better, if you have a problem, to send it to us in writing stating the model of your machine and anything you've got attached to (or plugged inside) the computer. It will then be dealt with in the Workbench pages of the magazine. Remember, if your disk is faulty send it to the address on this page, NOT to us. We haven't got any stocks.

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Brief description ....

....

....

....

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- ☐ Disk certified virus free

IMPORTANT Please sign this declaration:
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Signed ....

Date ....

DISK NOT WORKING?

We duplicate over 100,000 disks every month – and this issue, we've done twice as many! Out of all those, obviously a few will be faulty. If the disk or any of the programs will not load or run properly, there may be a problem. Don't panic!

First try using the DISK-DOCTOR utility on your Workbench disk to rescue it before sending it off for a replacement. Full details of *DiskDoctor* can be found in the user's manual that came with your machine.

However, if it transpires that your Coverdisk is faulty, you should send it back INCLUDING AN SAE for a free replacement within a month of the cover date to:

Amiga Format
February Disk
Discopy Labs
Unit A, West March
London Road
Daventry
Northants NN11 4SA

Remember to include that stamped, addressed envelope!

BE CAREFUL!

We have done our best to check that the programs on the *Amiga Format* Coverdisk are simple to use, error-free and have no known viruses. However, we cannot usually answer telephone queries on the software (see Disk Problems? box) and we do not accept liability for any consequences of using the programs on the disk. Be particularly careful with virus-checking programs: the disks may give a 'non-standard bootblock' message, but this does not mean you should install a new bootblock. The disk might no longer work if you do.

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Unless specifically stated, the programs on the Coverdisk are not in the public domain and the copyright remains with the author. Selling or distributing these programs without the author's permission is against the laws of copyright.

WE WANT YOUR PROGRAM!

If you've got any programs which you think other readers would find useful, interesting or amusing, we'd very much like to know about them.

1. Make sure your program is simple and foolproof to use.
2. Create a file called README.DOC on the disk which explains exactly how to use your program.
3. Fill in this form, sign it, and send it without delay to: Coverdisk Software, *Amiga Format*, 30 Monmouth Street, BATH BA1 2AP. You could win a share of up to £800 prize money.

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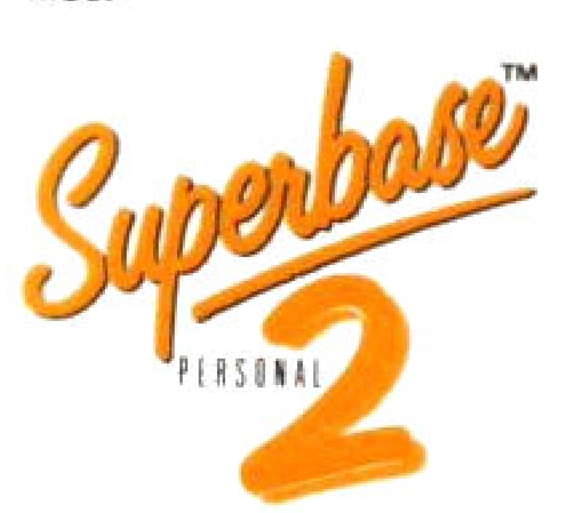
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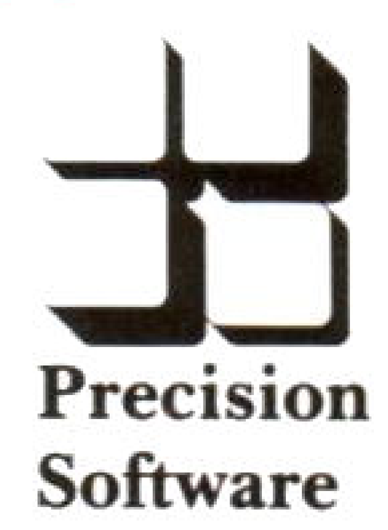
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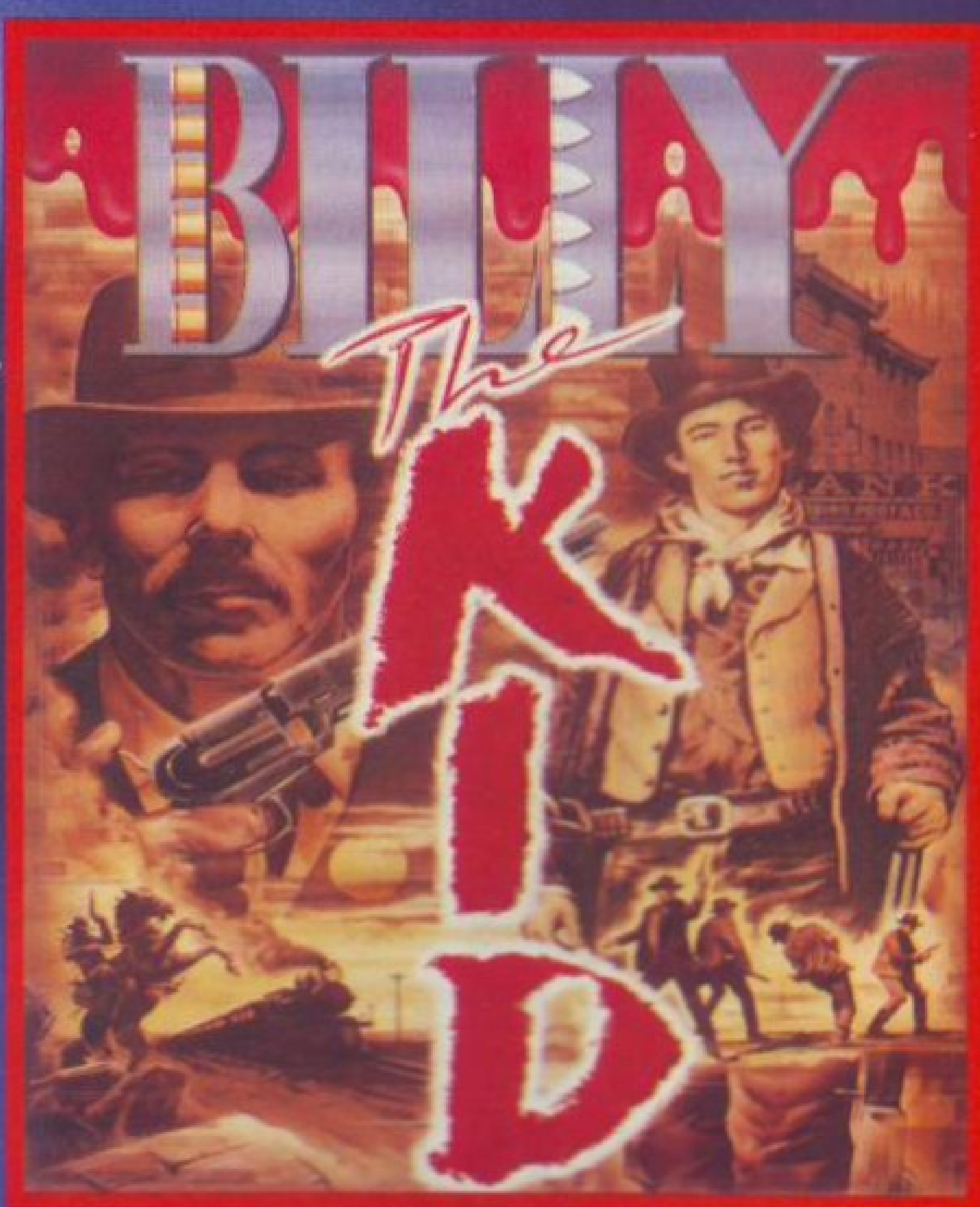
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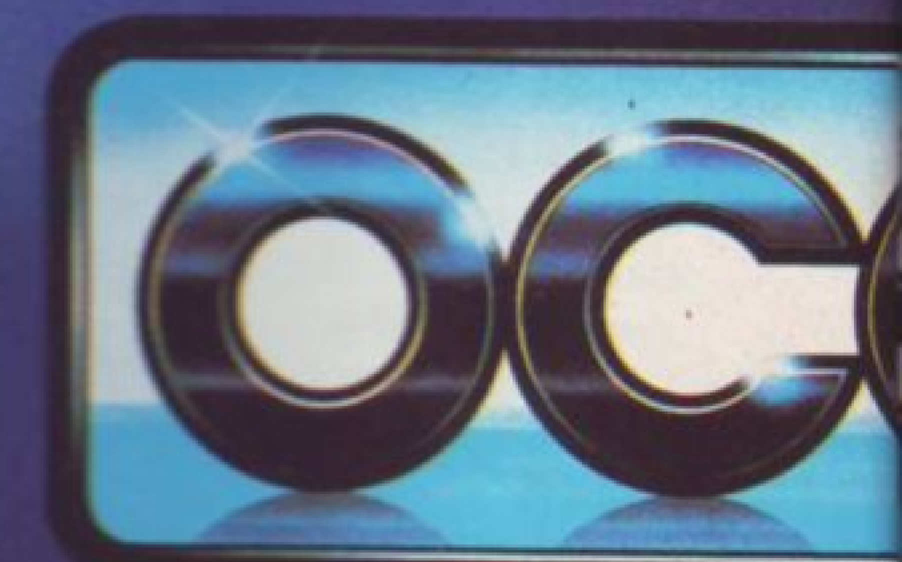


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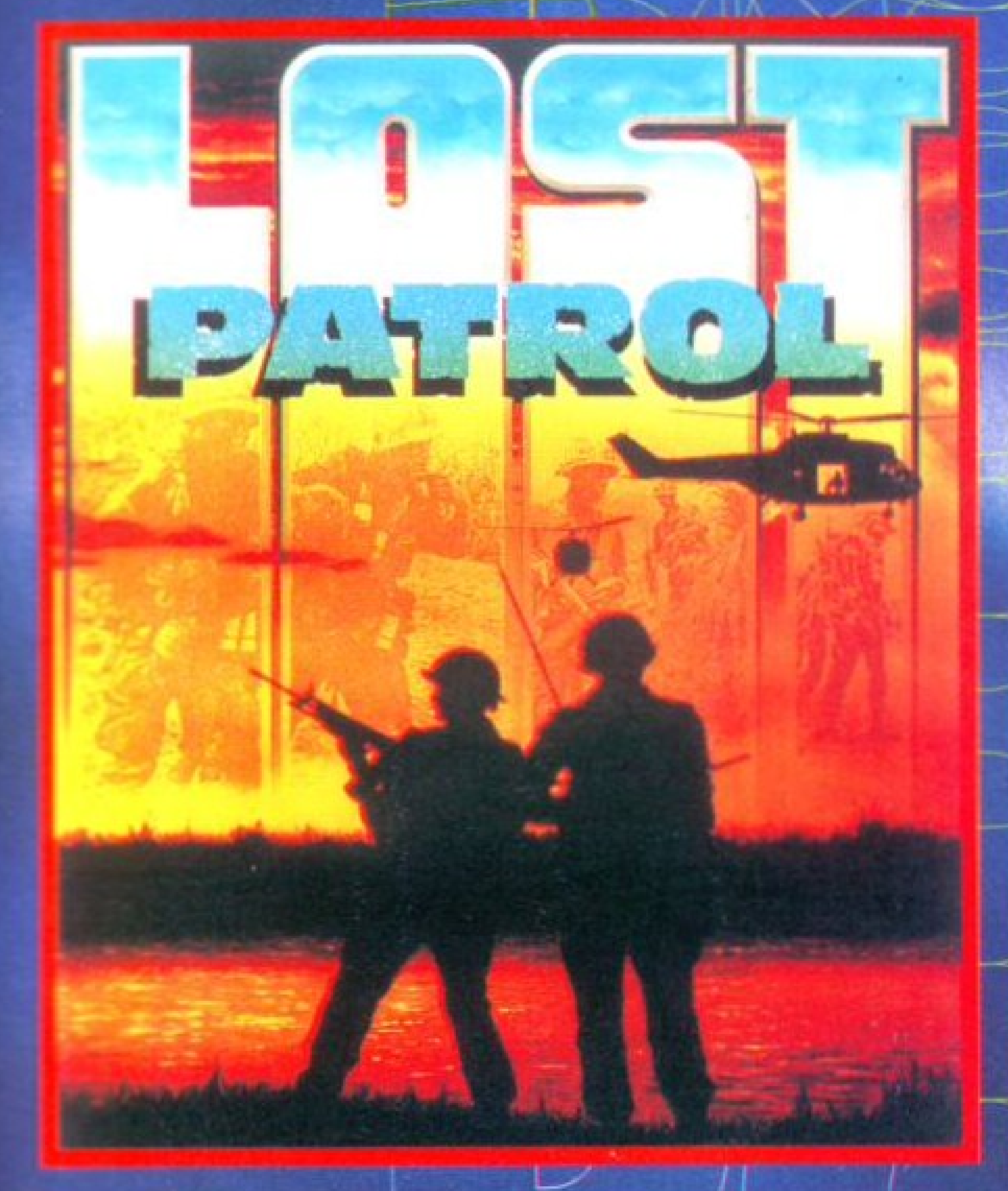




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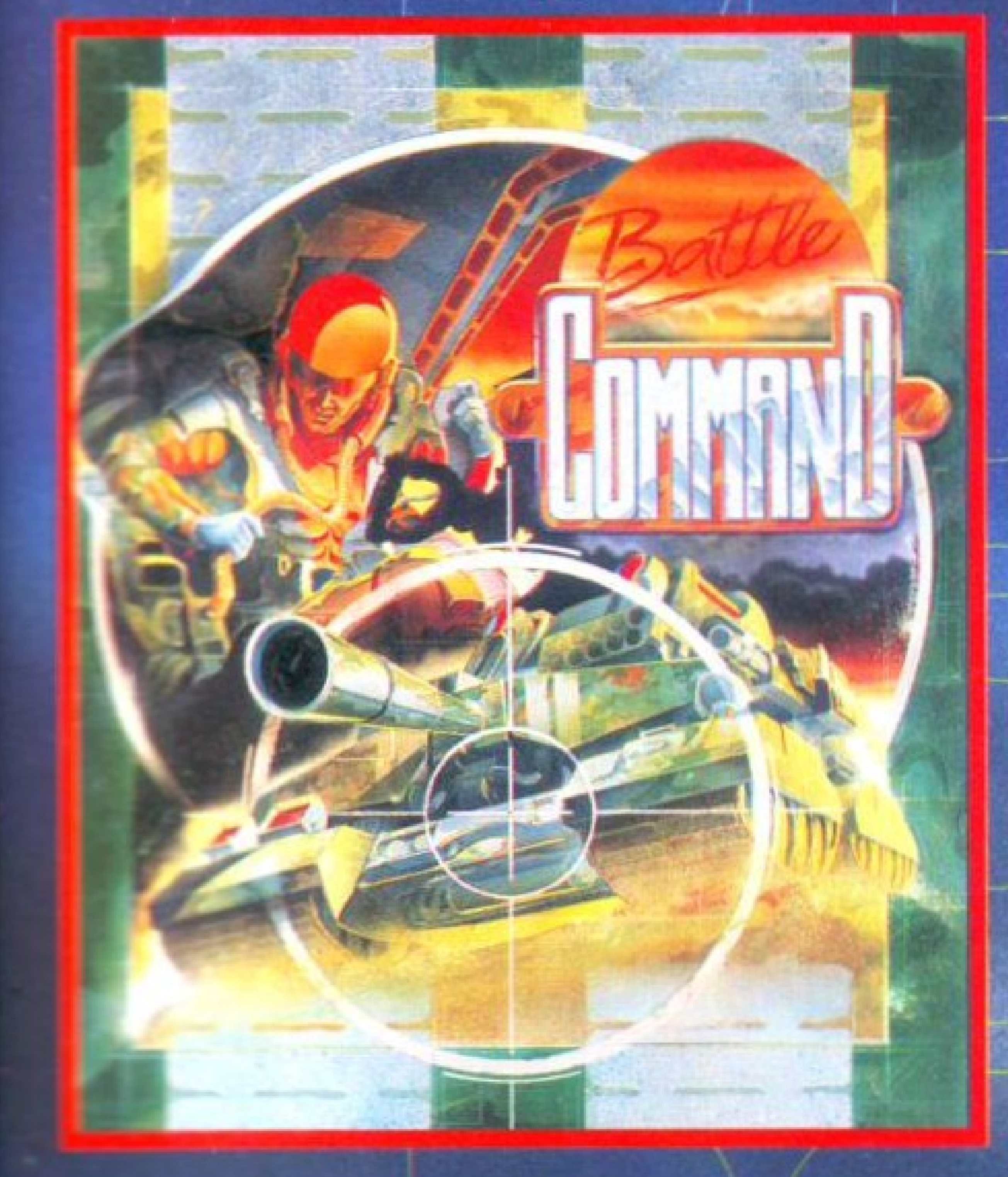
THE SKIES ARE YOUR HUNTING GROUND

The only flight simulation to provide 100, complex missions over four intense battle scenarios.
The only flight simulation to provide detailed daily war update reports.
The only flight simulation to present the latest in aerodynamic technology introducing ECOP cockpits, backwinder AAMS, supercruise, stealth and more!
F29 Retaliator is that flight simulation
F29 Retaliator presents the fastest and most detailed graphical environment ever seen in a flight simulation. With multiple internal and external viewpoints, multi-player comms option and a wide range of difficulty levels
F29 Retaliator will suit both the beginner and the expert pilot.
You have the choice of two of World's most advanced aircraft - the F-22 ATF and F-29.

WE'RE FIT, WE'RE ALIVE BUT WE'RE NOT BACK HOME

Our chopper tailed-out after taking a hit.... the pilot won't be leaving the ground again. Now I have to lead my weary platoon back to our lines through the jungles and paddy fields. Entering what appears to be a friendly village, only to find it is a cover for a guerilla faction, is just one of the things that helps our insomnia... that and the elusive psycho in my squad - I gotta figure out who he is before the morale factor becomes our worst enemy. Jeez, will this stupid war never end!

Sensational graphics and a game-play that will have you sweating on the edge of your seat...every move you make, every decision you take may not only be the last for yourself but also for your platoon.



STRATEGY AND ARCADE ACTION

STRATEGY AND ARCADE ACTION for one or two players.
Take on the role of the desperado with a heart of gold; Billy himself, or his ex-best friend, sharp shooting, law abiding pillar of the community, Sheriff Pat Garrett.
As Billy you must survive by your wits. On arrival, check out the town, the men you think can help you, where the big games of poker take place, is the bank worth taking or is it going to be too hard to crack?
The other side of the coin is Pat Garrett. You must track down Billy using all your cunning. The payroll train is due to arrive...do you take all your deputies or leave some to keep an eye on the bank? And when you find Billy you will meet in the final showdown...now the guns do the talking!

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Control the "Maular" Assault Tank in one of 16 scenarios in the ultra war, fought between two nations in the new World. The latest phase of the North/South war has reached a stalemate, eventually developing into a standoff between armies massed over a long, dug-in battlefront. Such are the defensive capabilities of each side, full scale attacks are suicidal, so any offensive moves are, by necessity, small "behind the lines" actions performed by elite troops in specially designed vehicles. The Mauler is the latest such machine - capable of being lifted in and out of hostile territory by fast stealth choppers and armed with the most advanced weaponry the Northern scientists can devise.



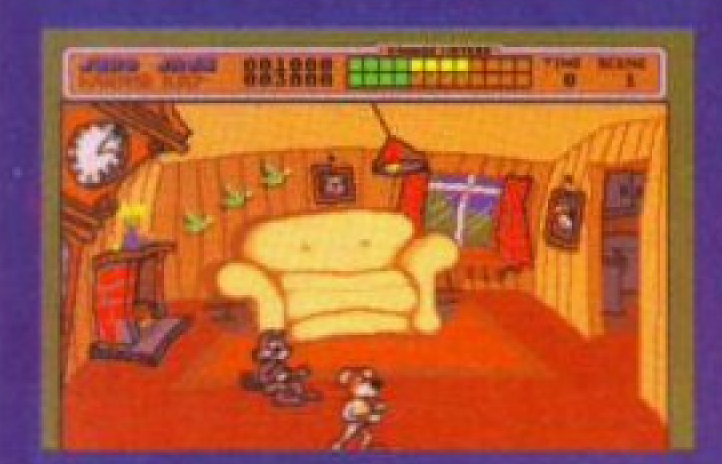




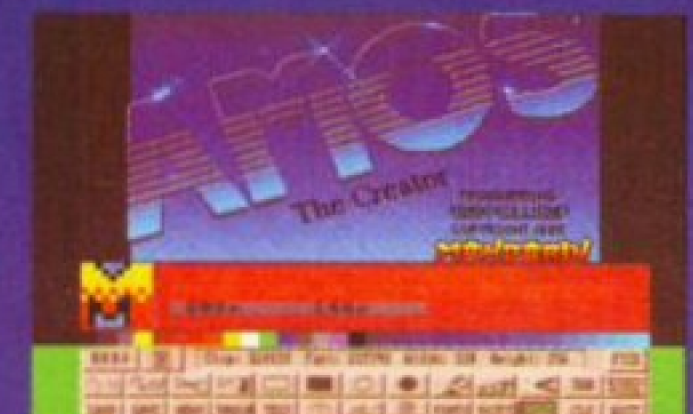
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did all this... and much more!



Cartoon Capers: Hilarious paw to claw fighting game with attention-grabbing digitised sound effects [Available soon]



AMOS Paint: A feature-packed art program with fast zoom function and amazing flexibility [Available soon]



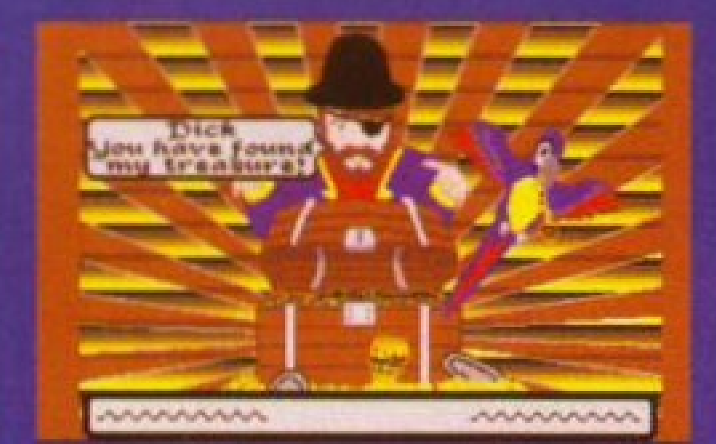
Mouthtrap: Super-fast and super-playable arcade-style game with cleverly animated cute graphics [Available soon]



Reversi: A stunningly presented Public Domain version of the classic Othello game with smoothly rotating counters.



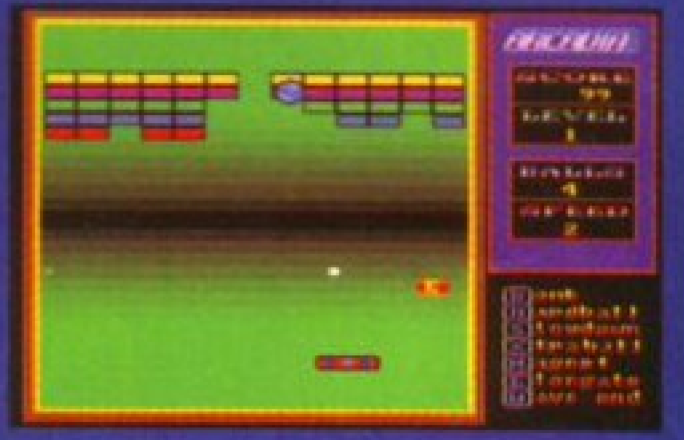
Jukebox: Plays a selection of music files with colourful, animated Vu-meters and spiralling logo [Public Domain]



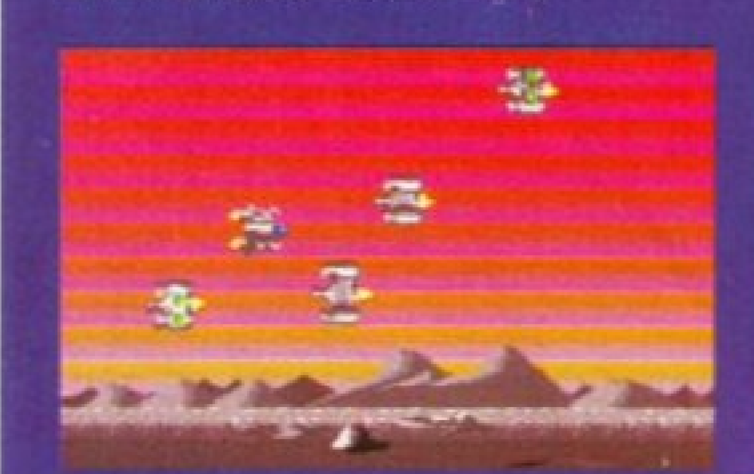
Treasure Search: A Public Domain educational coordinates game for over 5s with amusing digitised speech.



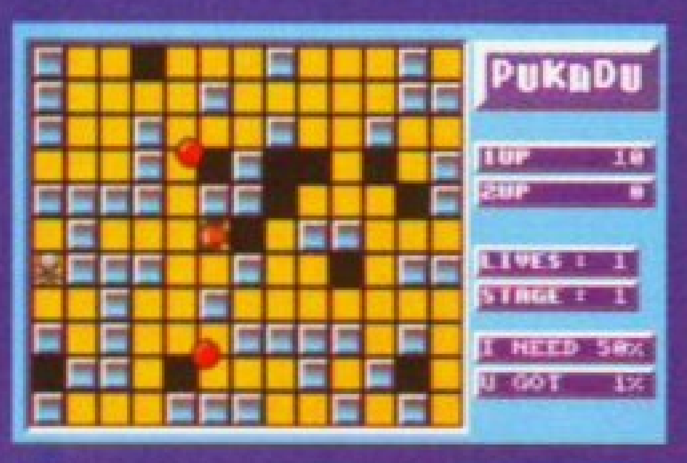
SkateTribe: Super-fast vertically scrolling skate game with bags of playability and captivating music [Available soon]



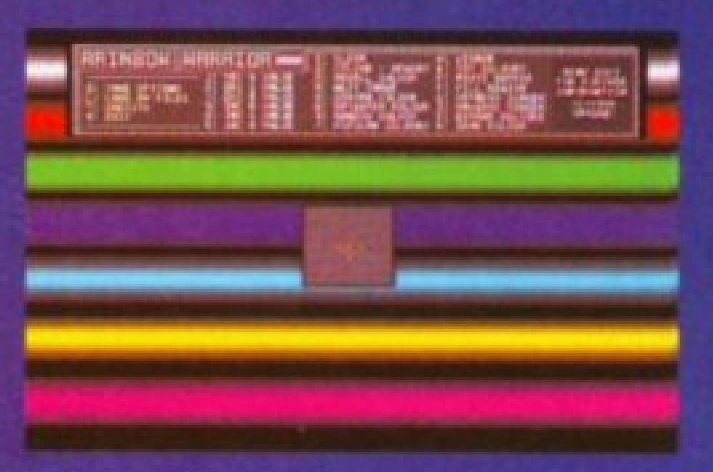
Arcadia: Breakout at its best – with a colourful copper list backdrop and a built-in level designer [Public Domain].



Xerxes' Revenge: Adrenalin-pounding, fast-action horizontally scrolling shoot 'em up game [Now free with AMOS]



Pukadu: Cute arcade-style strategy game with that professional touch to keep you playing [Shareware]



Rainbow Warrior: A very impressive editor which enables you to create copper list backdrops [Public Domain]



Fun School 3: Beautifully animated follow-up to the number one best-selling Fun School 2 [Out now: £24.99]

With UK sales racing past the 25,000 mark since its launch in June, **AMOS – The Creator** has to be the biggest-selling non-game package ever for the Amiga.

Every day new programs flood into Mandarin's office: Games, educational programs, musical jukeboxes, scrolling demos, font definers – and all are a tribute to the sheer power and ease of use of AMOS. Its graphical power brings an unprecedented level of professionalism to even the most elementary programs.

With AMOS it is simplicity itself to display pictures in any graphics mode (including HAM and overscan); add copper list rainbows; write text using any Deluxe Paint font; overlay windows; add pull-down menus; send software and hardware sprites spiralling round the screen; and add atmospheric music created in Soundtracker, Noisetracker, Sonix or GMC.

But AMOS also has a more serious side too: Amiga owners are creating icon-driven databases, in-company training programs, home finance packages, CDTV applications and so on.

AMOS is so successful that the independent AMOS Club already has more than 1,000 members (*contact: The AMOS Club, 1 Lower Moor, Whiddon Valley, Barnstaple, Devon EX32 8NW*).

There's also a rapidly expanding Public Domain library with more than 50 discs available (*contact: Sandra Sharkey, 25 Park Road, Wigan, Lancashire WN6 7AA. Telephone: 0942 495261*).

With all this enthusiasm and support, AMOS is the perfect package to unleash your creativity and design programs beyond your wildest dreams.

AMOS is yours for only £49.99

"Worth every penny – get it now!"
– Amiga Format



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Send to: Database Direct, FREEPOST, Ellesmere Port, South Wirral L65 3EB.

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Just Got **One of These?** Get It **Right!**

If you've just bought an Amiga, just been given one or are about to buy one, you'll find it's a great machine. But if something goes wrong, what do you do? **MARK SMIDDY** *gives all the answers – plus many hints and tips for new owners.*

Somewhere under the piles of discarded wrapping paper, something lurks. It is silent. Waiting to absorb you during the long winter nights ahead, to entertain and amuse you, to take you on a journey far beyond your wildest imagination. That something is your new Amiga.

So life's a bed of roses from here on in, right? Not necessarily! For starters, you may find the world of computing on the Amiga a little bit unfamiliar. In the next few pages, we'll explain a little bit about how to solve some obvious problems. We'll also guide you round a few of the tricky areas of computer ownership – viruses, shows, the Public Domain.

But above all, if something should go badly wrong – like your machine breaking down completely – we're here to tell you what your rights are and how to go about getting them. And maybe the best place to start is the very same place where you bought your Amiga...

Dealer Support

When you buy a machine, you go for the best deal – but is the best deal necessarily the cheapest? The crunch comes when you turn to your dealer for support.

If you have a problem with your machine – whether it be hardware or software – Commodore expect you to go back to your dealer. At present the company does not have a technical help desk for the general public: instead, they expect their dealers to deal with simple queries themselves. Official Commodore dealers should be able to deal with most problems on the spot and otherwise can contact the company's technical support service on your behalf.

If you go to a specialist computer dealer, you will have to pay the full recommended retail price for your machine; more in some cases. If, on the other hand, you go to a high-street electrical store like Dixons, you will invariably pay less. Now ask yourself why. It may be they can't give the support that a specialist dealer can.

A spokesperson for the Dixons group, who have specialist 'Business Centres' in 80 of their 348 branches, had this to say: "Our customers can expect help and advice... Because all staff are put through an intensive training course, we would expect our staff to be able to help people."

The National Association of Specialist Computer Retailers (NASCR) says of chain stores: "Fine if you know exactly what you want and don't want any technical back-up or assistance, because if you return with a query or problem you may just find you have more knowledge than the person that sold it to you!"



BELOW: Dixons is a typical high-street electrical retailer. Is it a good place to buy an Amiga, or are lower prices reflected in a lack of dealer support?

Hardware and Software Sales

Most of you will quickly outgrow the packages bundled with the machine. Skimming through the pages of *Amiga Format*, you discover the very package which seems to precisely meet your needs, so you nip to the shop, only to be greeted by "Sorry sir, we don't sell that" or worse "Database? What's a database?"

Your only recourse is either to get it by mail order from this magazine or to look for a local specialist. Very often this will be the tiny independent retailer tucked away in a back street, whose shop resembles Aladdin's cave. Similarly on the hardware side. If you bought a basic Amiga A500 you'll need to expand the machine very quickly, unless you just want to play games. But what do you need first? And where can you get it?

Continued on Page 26
Problem-solving overleaf ▸

In An Emergency

A simple step-by-step guide to what to do when something seems to go wrong. All these faults are gathered from real-life experience, so don't feel silly.

GENERAL

MACHINE WON'T SWITCH ON

● You haven't switched the thing on.
It may sound daft but if I had 1p for every call-out we'd had...

● A500s only: the power supply (PSU) is not connected.
Check the PSU is plugged into the wall and the switch (if fitted) is in the ON position. If you are unsure, test the socket with, say, a table lamp.

● The PSU is not connected to the machine.
Check that the lead is firmly connected in the socket at the back of the machine.

● The fuse in the plug is missing or faulty.
Check the fuse or try a different one. DO NOT fit a 13A fuse (usually a brown case), 3A (usually a red case) is sufficient.

● The mains lead is wired incorrectly.
Check you have wired the plug correctly. BROWN is live, BLUE is neutral and YELLOW/GREEN striped is EARTH. These connections must be firm. Also make sure the cord grip is secure.

POWER LIGHT ON, BUT NO "INSERT DISK" PROMPT

● If you have not inserted a disk, the screen should be either light grey or have a picture of a hand holding a disk. If not, see the section on Display first. If the screen is some other colour – red, green, blue etc – contact your dealer immediately to ask their advice.

DISK DRIVE

NOISY

● Errm... it just does that!
Amiga disk drives are always noisy. If the sound is a metallic scraping, it may be the disk shutter is jammed. Remove the disk and try again. Always insert disks gently.

WON'T LOAD GAMES

● This can be anything from a faulty disk drive to a virus.
Check everything: if all else fails, take the problem disk to your dealer.



SOUND

NO SOUND OR ONE CHANNEL OF STEREO MISSING

● Volume is turned down or a muting device is operating.
Increase the volume on your monitor or switch the mute off.

● Hi-fi based systems: Connected to the wrong input.
Preferably, plug the leads into the AUX or Auxiliary. Do not use the sockets for record player. The lead is usually 2 x phono male to 2 x phono male.

● TV-based systems: Y adaptor lead not plugged in correctly.
A 'Y' adaptor is named after its shape: basically it connects a double audio output to a single audio plug. Check the Y adaptor is fitted correctly.

● Monitor-based systems: you have a problem with the lead.
Sound is usually routed via a separate lead or bridged from the SCART (video) connector. Check the sound lead is connected correctly.

POOR SOUND QUALITY

● TV not tuned properly.
On TV-based systems only, sound is affected by the tuning. Check as in the Display section.

POWER

POWER LIGHT BLINKING

● The machine is about to crash.
This is rarely serious. The most common cause is a fault in the software.

● Software is incompatible.
If you have a high-end machine which comes has a special processor, this problem is very common with games, but it may be caused by a computer virus.

● The software's doing it.
Some programs flash the power light to indicate disk access or other processing. It's a lazy way of saying "Please wait". It's not a technique that Commodore would smile upon, but some people *will* be different...

POWER LIGHT OFF

● You need to wait a few seconds.
The machine takes a couple of seconds to wake up and self-test. If the power light still does not come on, check all connections and consult the General section.

● You are running a program with sound.
Music programs (and other pieces of software that use sound) turn the power light off when accessing the low-pass filter (fitted to later machines to improve the sound quality). Don't worry, this is quite normal.

DISPLAY

NO PICTURE OR POOR PICTURE QUALITY

● The monitor or TV is not switched on.
Check the unit is switched on and plugged in at the mains.

● The TV lead is damaged, or not plugged in.
You may have plugged the lead into the wrong socket. DO NOT plug the TV lead into the Composite Video socket on the Amiga.

● The TV is not tuned to the correct channel.
Tune it in. The picture should be crisp without any sign of 'snow'.

● The modulator selector switch is in the wrong position.
Consult the manual supplied with your machine and move the channel selector switch to the other position.

● The modulator is damaged.
This may happen if you plug in or remove the modulator when the machine is switched on. NEVER do this.

● The monitor lead is loose.
This typically shows up when the picture suddenly goes green or red. Ensure the monitor leads are plugged in firmly at both ends.

● The monitor lead is not suitable.
This may affect some Sony TV sets with separate SCART inputs. Check with the supplier who sold you the lead.

● The input switch is in the wrong position.
A common problem with many monitors and some combined TV/monitors. Check whether a separate "input selector" switch is fitted and try the other position.

SOME OF THE PICTURE IS MISSING

● The Preferences position setting is wrong.
Boot your Workbench disk and start the Preferences program. (This is covered in your manual.) Move the pointer over the white box in the blue panel. Hold the left mouse button down. Move the mouse until the screen is centred. Release the button and click SAVE.

● The vertical/horizontal position adjustments are wrong.
If there's a button on the back for adjustment, you can try to alter it. Otherwise refer the problem to qualified personnel.

PICTURE IS SHAKY

● The application is running in the Amiga's 'interlace' mode.
This is quite normal. Interlace is a way of getting a higher resolution (more detail) but always flickers. This can be fixed with a flicker fixer, an expensive piece of hardware.

● You are using a "flicker fixer" card with a standard monitor.
Change to a multi-sync monitor or use non-interlaced mode.

● Your monitor's horizontal/vertical sync is out of adjustment.
This should not happen unless you have been tinkering or the monitor is faulty. Get a TV engineer to check this for you.



MOUSE/JOYSTICK

MOUSE/JOYSTICK NOT WORKING AT ALL

● Mouse/joystick not plugged in
Plug it in! The plugs can work loose if the machine is lifted from the front.

RIGHT MOUSE BUTTON WON'T ACTIVATE ANY MENUS

● Window not 'active'.
The menu is tied to another window - probably a CLI window in this case. See under 'Keyboard - No Keys Working'.

ONE OR BOTH BUTTONS NOT WORKING

● Faulty unit or cracked lead.
This is unusual on mice, but joystick fire buttons get a lot of hammer and they do go wrong. Get the unit checked or buy a better one.

● The mouse is in the joystick socket and vice-versa.
Swap the plugs over! This is a common mistake.

'JITTERY' OR 'JERKY' OPERATION

● The mouse rollers are dirty.
The ball picks up dirt which it deposits on the rollers. After a while the dirt gets so thick it starts to foul the ball. Clean it.

PRINTERS

Printers are a whole can of worms which need a book to explain. A few of the more common problems are covered in the Beginners' article on Page 145.

KEYBOARD

SOME KEYS IN THE WRONG PLACE OR NOT WORKING AT ALL

● If it happens with all software...
Some Workbenches may have the wrong "keyboard map" set up. This is covered in this month's beginners section.

● If it happens only with some software...
The program is at fault – get it changed for a version which reads the keyboard correctly. Many programs written abroad – PD stuff from Germany, for instance – will use a non-British keyboard map.

NO KEYS WORKING AT ALL

● Window not 'active'.
The window's title bar will be 'ghosted' - made faint. The solution is simple: click (press the left mouse button) inside the screen you want.

There are two main reasons this may happen. One: you selected another screen by clicking on it. Two: The window you were working in has been deactivated by another window opening or a message or requester box appearing. In some cases, when you are working in a program like *Deluxe Paint* a requester appearing will bring the Workbench screen back temporarily. Press the right "Amiga" key and "M" at the same time to push Workbench out of the way or use the depth gadgets to find your screen. When your screen is at the front you will still have to click inside it to make it accept input from you.

The rest of this magazine should help answer most of those questions, but the simple answer is forget the high-street dealers and go back to a specialist who knows all the details.

Returning a Faulty Machine

As an ex shop assistant, this author can speak from personal experience: if there's one thing worse than a customer who knows his rights, it's the one who thinks he does. The one who knows his rights will get what he wants very quickly: the one who thinks he does will argue the sky is pink and get nowhere fast.

If you think your Amiga is faulty and want to return it, you must be able to prove it fails to meet with one of the following requirements:

- **It must be of 'merchantable quality'.**
- **It must be as described.**
- **It must be fit for the purpose for which it was sold.**

Obviously if the thing doesn't work at all, it fails under condition three: or if someone's hacked the case to bits with a Stanley knife before you get it, it fails condition one. If you bought something cheap, 'as seen', this last condition may not apply. In simple terms, if any of these three apparently straightforward rules has been broken you may be able to:

- **Return it for a refund, or...**
- **Get compensation for part of the value, or...**
- **Get a replacement or free repair.**

It gets sticky from here, because the onus is on you to prove which of the three rules has been breached. You must also do so within a reasonable period. The precise timing is not defined in law, but after the machine is more than a week or two old, things start to get awkward. Age is defined as being the period elapsed between date of purchase and the date the fault was reported, so report any problems to your supplier as soon as you discover them.

Most reputable dealers will offer to replace a machine that was obviously faulty on its date of sale without question. Remember, though, they don't necessarily have to by law! You cannot return something if you decide you didn't want it after all.

If you do have to return a machine, stick to these guidelines. One: keep calm. Losing your temper will only make matters worse. Two: take some proof of purchase. If the machine was bought as a present you may have to get the buyer to return the goods for you. Three: make sure you're right about the fault. Beginners often mistake features for a fault. Four: consult an independent expert. This should save embarrassment.

Continued overleaf ▸

FREE SOFTWARE!



Welcome to the wonderful world of Amiga Public Domain. Here you'll find literally thousands of pieces of software just there for the taking – and most of it doesn't cost a bean. All you pay is the price of the disk and a small fee for copying it. Public Domain (PD) software is there for all of us to enjoy and covers just about everything from games to 'serious' applications. It comes in several different types:

PUBLIC DOMAIN: True Public Domain software has no copyright whatsoever attached to it. This form of PD in the purest sense is very rare indeed and the term has become almost synonymous with Freeware.

FREEWARE: The author has retained the copyright. In practise, the difference between PD and Freeware is almost inconsequential. Authors of Freeware software retain all international copyright to their product, but allow users to pass it amongst themselves.

SHAREWARE: A concept developed in America. Here you get a fully working version of the program which you can use free for a fixed amount of time – often 30 days. After that time, if you like it, you must pay the author a registration fee to go on using it, or destroy all copies.

CHARITYWARE: Works the same way as Shareware, but instead of paying the authors you make a donation to a registered charity. Please remember, you must do this or you will be infringing the copyright law.

LICENCEWARE: These products are distributed by licenced libraries for a fixed fee and part of the fee is then passed back to the author. Licenceware and Shareware titles are both usually very cheap compared with commercial offerings and often better quality than Freeware.

You cannot usually nip down to the shop and buy a whole load of PD software because shops are not allowed to make a profit by selling it. PD software is usually only distributed by special 'PD libraries' although you may be able to pick it up from friends and your local user group. The catch with this is you don't know what you are going to get before it arrives. You will be able to get a guide to what's best from magazines which include special PD sections.

Watch out you don't get charged too heavily. Some libraries charge over three quid for a PD disk – which is getting rather high – so shop around for a good deal. At this price you should get a disk full of software, not just one or two small programs.

Most PD programs are written by programmers for other programmers, so with a PD product the manual will usually be limited and come on disk. Some programs don't even go this far: a lot need some knowledge of the CLI.

The only other risk is that some PD libraries are run by hobbyists who are passing around a lot of stuff, so there's always a danger that you may catch a virus if you are not careful.

On the up side, with a bit of work, PD is a great way to find out what the machine can do. Some user groups produce PD demo disks which can be booted just like a game. Shareware and Licenceware products are better and when you register some authors will send a printed manual.







If you bought the machine on credit (credit card or hire purchase) you may be able to take action against the credit company. This applies even if the original seller has gone bust or just refuses to help. For this reason, if you buy goods at a show or exhibition, it's usually better to use a credit card if you have one.

Guarantees and Repairs

Whenever you buy an Amiga from a dealer, you get a guarantee that it will work for a year or they will fix it (or replace it) free of charge. There are two things you must do: fill in the warranty card and return it; and keep your proof of purchase with the date you bought the machine on it.

Note, too, that the machine must be 'complete' (not bashed around) and 'the seal intact' (the seal makes sure you haven't unscrewed the cover and taken the thing apart – it's a sticker underneath, at the front).

If something should go wrong, all you have to do is get the Amiga down to your nearest Commodore dealer and pick it up again when it is ready, which should be about two weeks. Smaller items, such as the power supply pack or a TV modulator, should be posted to the Commodore Repair Centre direct, or they may have to wait at the dealers until a batch of stuff goes off.

Repairs are carried out by a firm called FMG, known as the official 'Commodore Repair Centre'. A few years ago, Commodore had a bit of a bad reputation for repairs, but they did a deal with FMG a while back and things have improved beyond recognition. When you send back your warranty card, you'll get further details of the Repair Centre's schemes to extend your warranty for a fee – like a kind of insurance. At any time, too, you can pay for a repair within 12 days – prices can be found on the Commodore Repair Centre's ad in this issue.

Returning Software

If taking a faulty machine back is tricky, this is worse. Software is a very subjective purchase – especially with all the copying going on – so few dealers will do anything except replace a piece of software with the same title. Before wasting a trip to the shop, try to decide if the software is at fault - here are those rules again, applied to software.

If the disk boots and the manual and packaging are in good condition, then it could be deemed as being 'of merchantable quality'. If the package does everything it claims to – no matter how slowly or clumsily – then it works 'as described'. As for 'fit for the purpose, this is the awkward one.

Games must be playable and programming languages must be capable of producing a program – that's all. Just because you can't complete Level 1 of *Asteroids Meets The Terrapin Bashers* does not mean the the game was not fit for the purpose, it just means it was too hard for you. Similarly, just because you can't write a best-selling arcade game in AMOS doesn't mean there is something wrong with AMOS – it just reflects on you. The only recourse you have in this case, is from the second rule and software houses are wise enough not to make extravagant claims.

It's not all doom and gloom, however. Most games software houses, for instance, recognise that floppy disks are fragile and prone to giving up the ghost for no apparent reason.

If your new game suddenly stops working after a couple of weeks, you can usually send them back just the disk – not the packaging – and provided it is an original disk with genuine labelling, they will usually replace it for free. What allows this generosity is that in essence you are paying for the data, not for the disk it comes on, and they can copy the same data relatively cheaply. ■

NOTE: The guidelines given in this article have been adapted from an interview with a Consumer Advice Centre and from The Office of Fair Trading's leaflet, "How to put things right." Details may differ in Scotland, Northern Ireland and other countries: contact an independent adviser first.

THE SHOWS

In just about every month of the year, someone somewhere is having a computer show. The past few years have seen an upsurge then sudden decline, but they're on the increase once more. Briefly, shows split into three groups.



ALL-COMERS

There are several of these - the 16-bit Show, the Computer Shopper Show, the Personal Computer Show (previously known as PCW) and, this year but maybe not next year, the Computer Entertainment Show (CES). The organisers of the PC Show will be mortified to see themselves grouped here because theirs is terribly serious, aimed at the IBM market and friends, but it may be worth a visit if you have nothing better to do.

The Shopper and 16-bit shows are useful for picking up bargains - from a printer ribbon, to a cuddly mouse cover - you name it. These shows are full of little and large dealers selling all sorts, for all sorts! This year's CES was in the long tradition of pre-Christmas games shows at which all the latest games product is launched. We'll have to wait and see whether it survives to next year.

DEDICATED

The Commodore Show is the main event for Amiga owners. Over the last few years it could have almost have been called the Amiga show. It splits into two halves: the mail-order dealers (known familiarly as box shifters) selling things and the more serious companies showing the latest stuff off. It's the place to see the people that make the world of Amiga tick, point fingers, take pictures, and perhaps throw them a few nuts. It is also the best place to go if you need straight talking and impartial advice from the experts.

Because this is a show organised on behalf of Commodore, you will be able to check out their newest equipment for yourself. Even to the extent of viewing brand-new machines like the CDTV.

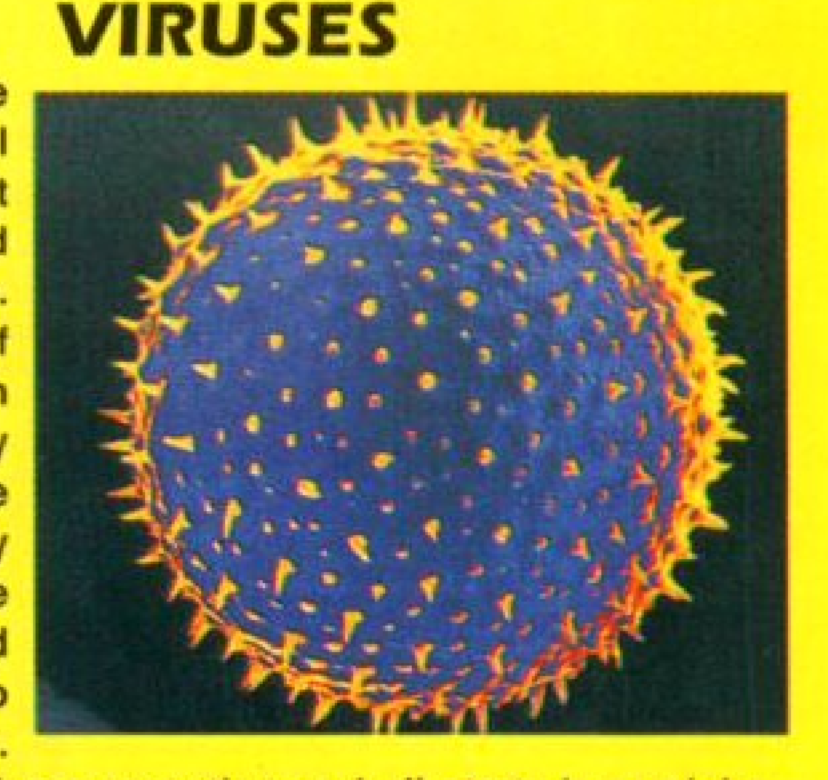
If you want to get down to some serious talking with suppliers and get the chance to try out expensive hardware, go on the first public day. If you want to get a bargain, go on the last day with a bundle of cash and make offers in the last hour before closing. In either case, there is little point getting there very early. If you arrive two or three hours after the show has opened its doors, you will be able to get in without having to queue outside in the rain for hours.

SPECIALIST

There are a few of these spattered around the calendar, few are of any interest. You may find the Computer Graphics Show, The BETT (education) and even the Robot Olympics worth a trek. These exhibitions are not dedicated to the Amiga but because of the machine's potential in these areas, it does feature heavily – particularly, this year, at the Computer Graphics Show.

VIRUSES

Viruses are the scourge of all computing – but with care you need never catch one. The subject of viruses has been covered many times – every time there's a Friday the 13th in the month, the tabloid press and TV go barmy about them.



Viruses are as old as computing and all started as a joke – modern computer viruses are dangerous to your software and can be very worrying. Most viruses enter the machine when you boot from a disk but a few can get in just by running a program. This is a complex subject which was covered in depth in *Amiga Format* 15. Here's a checklist to help avoid the worst ones.

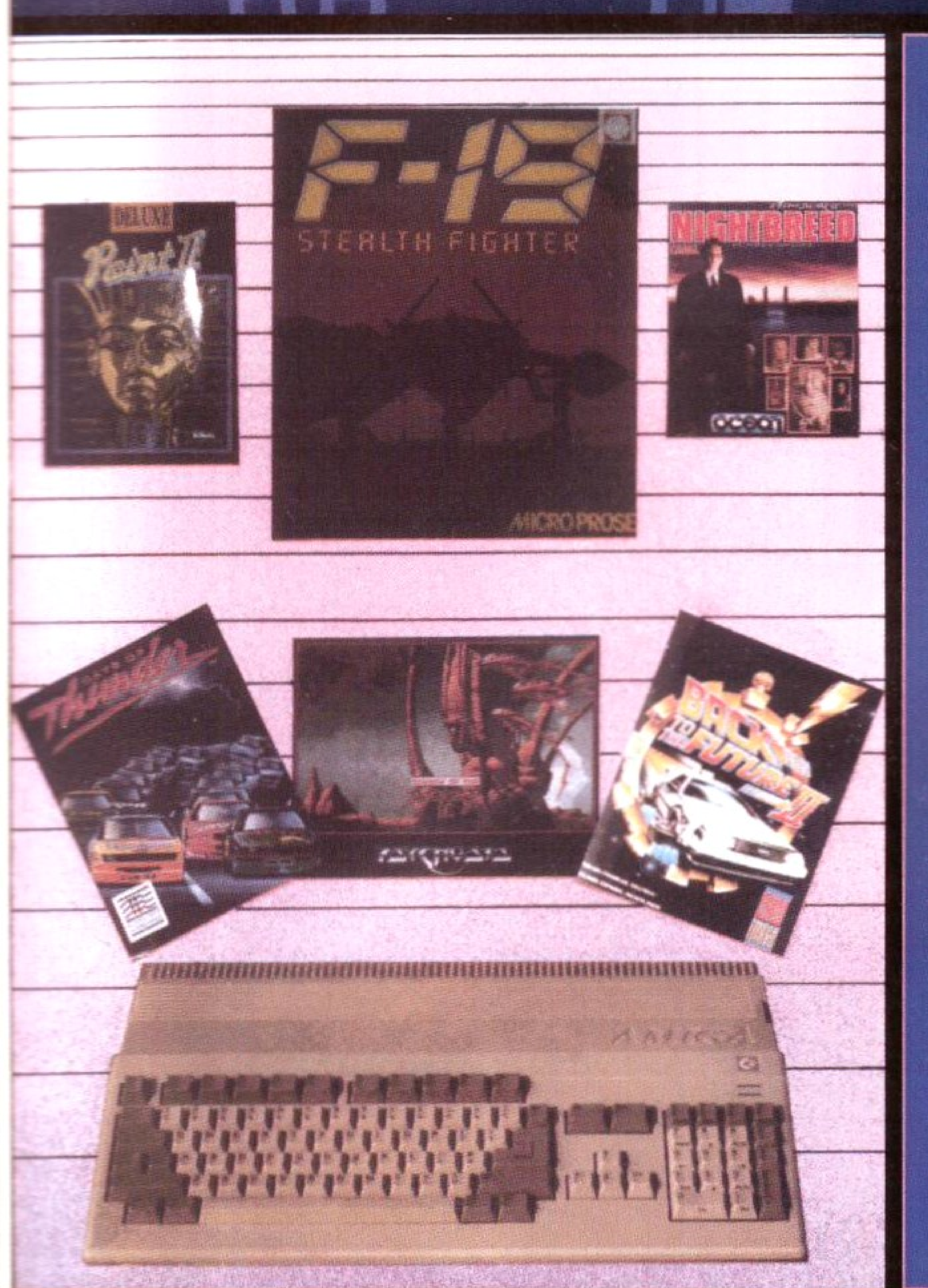
- **Always use original disks from a known source.**
- **Always write protect any disks you are using unless you need to write something to them. The manual supplied with your Amiga will tell you how to do this.**
- **Always switch off for at least 30 seconds before booting a write-enabled game disk. This will kill all known viruses.**
- **If in doubt, ask someone who knows for help.**
- **Get a virus checker from a reputable PD library. *VirusX* is one of the best and is very easy to use. A good PD library (for instance, 17-Bit Software or George Thompson Services) will be able to advise you.**
- **Never, ever, use pirated disks. Apart from being illegal, this is the best way to catch a virus. The guys who write the things are mostly pirates, trying to get one over on innocent and slightly naive people like you.**

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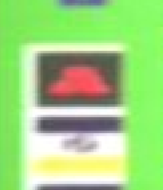
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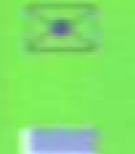
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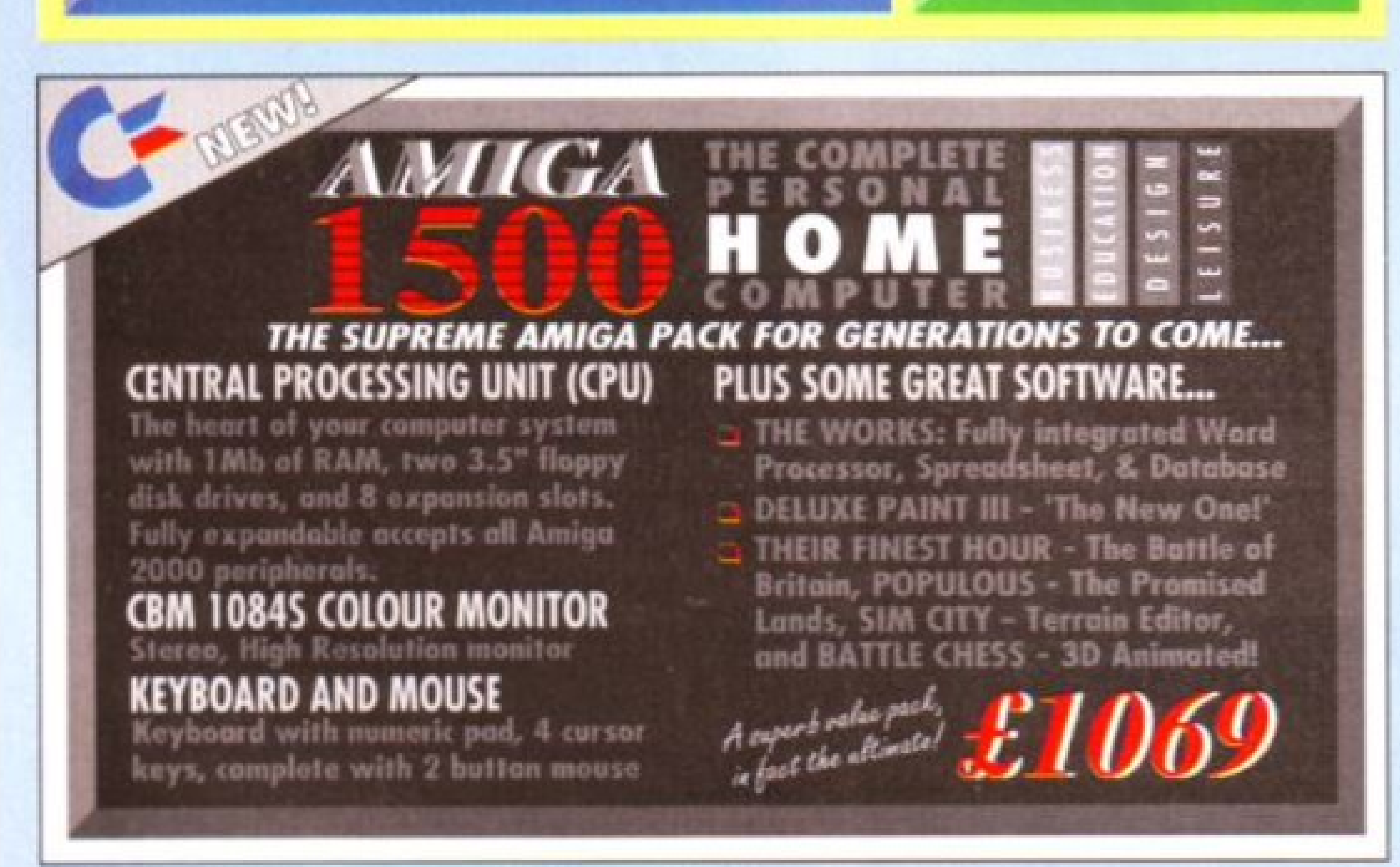


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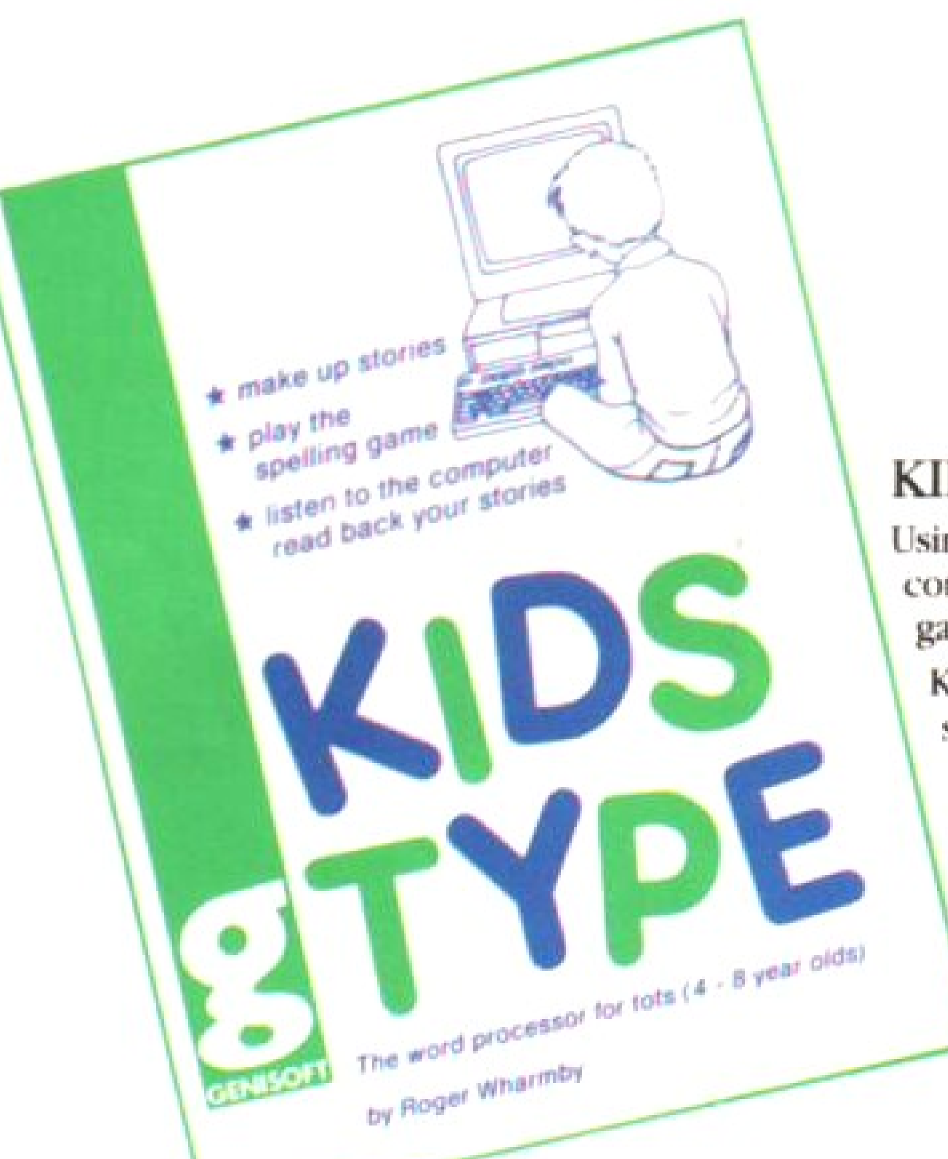
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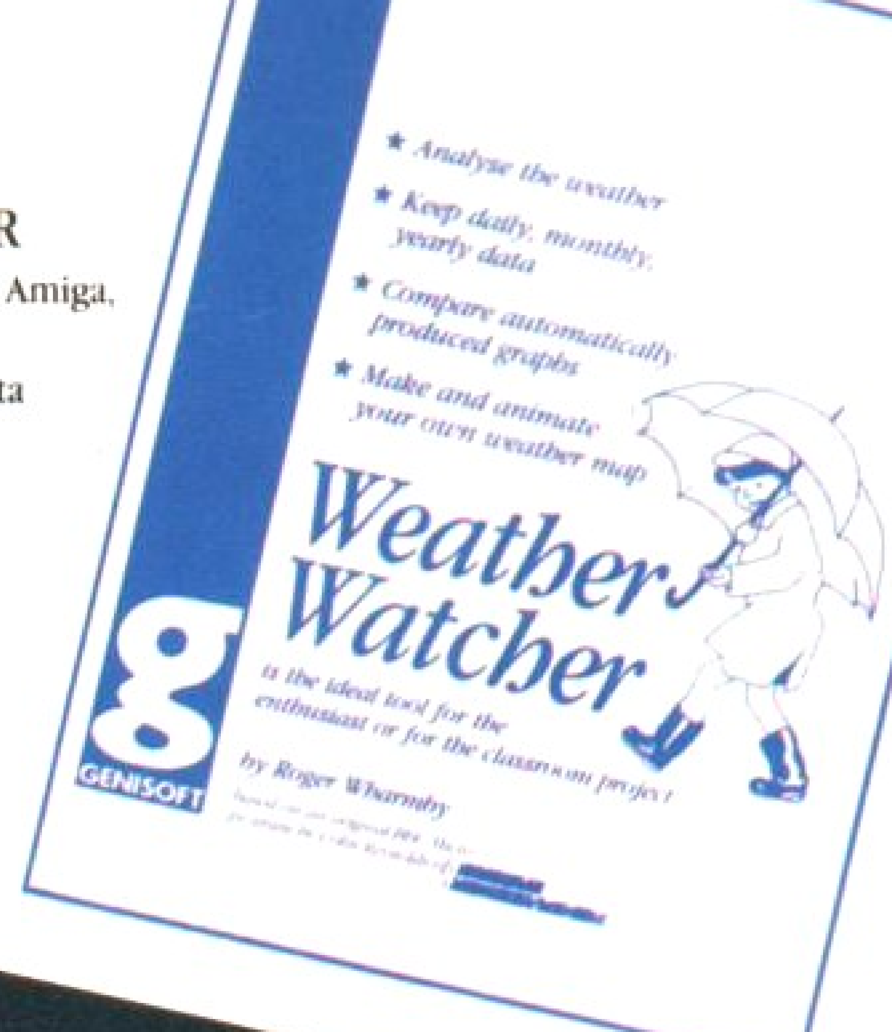
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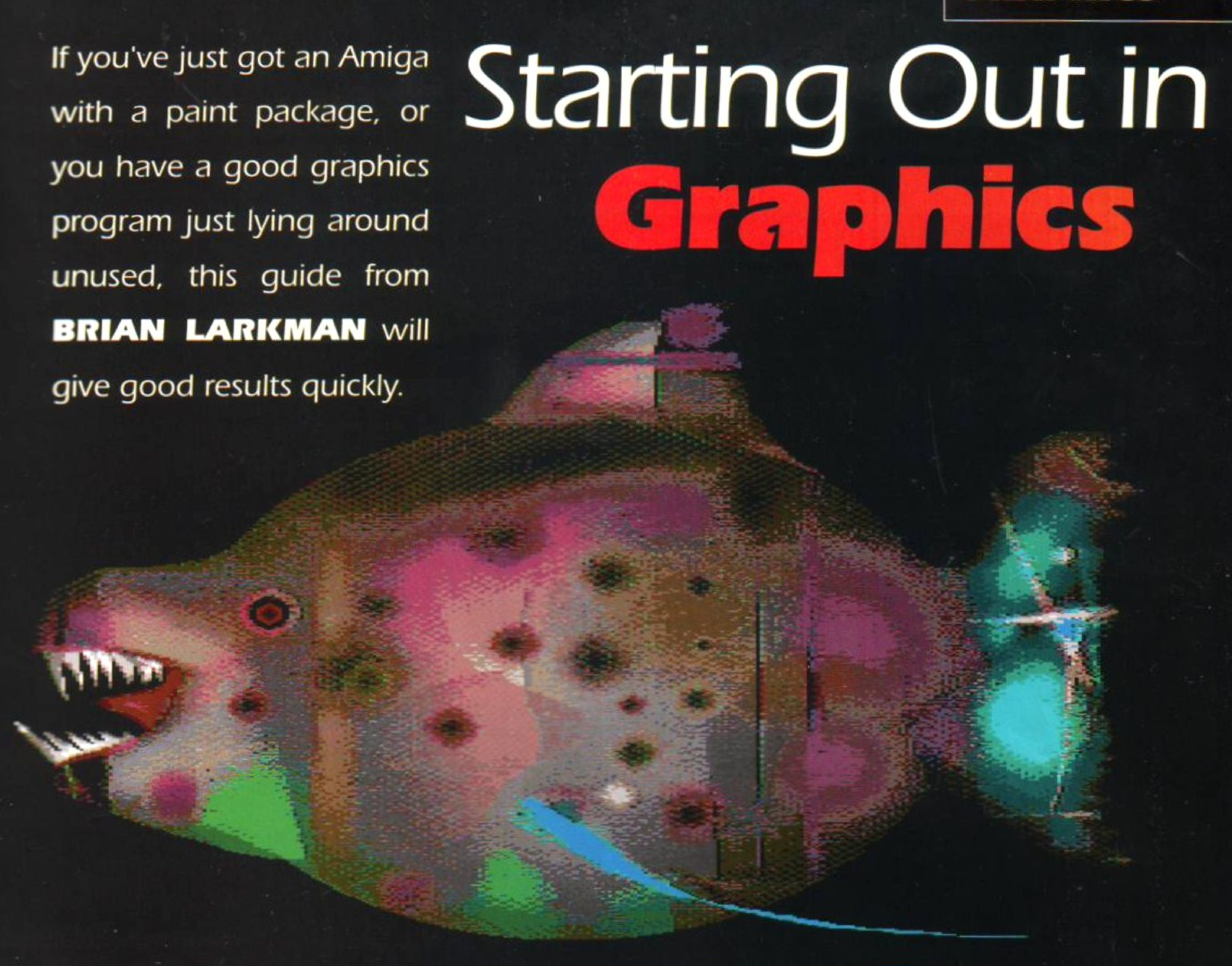
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If you've just got an Amiga with a paint package, or you have a good graphics program just lying around unused, this guide from **BRIAN LARKMAN** will give good results quickly.

Starting Out in Graphics



ABOVE: RUBTHRU FISH ***DigiPaint*****'s RubThru mode. Experiment with lots of tools and colours, then use Swap/CopyThisPicture on the Picture menu and clear the screen. Select RubThru on the Mode menu. A drawing operation will reveal the copied picture. Most of this picture used full edge transparency and none at the centre.**

Lets face it, the vast majority of Amigas are bought to play games on: but after games, the most popular reason for sticking a floppy in the drive is to 'do some graphics'. Currently the favoured programs are *Deluxe Paint* (Two or Three), *Photon Paint* (One or Two) and *DigiPaint3*, in that order. This article is not intending to compare these pieces of software, but rather to show you how to get started with them – ways to overcome 'blank screen syndrome' and get good results quickly.

Starting

You bought the software to paint with, not to read, right? So who wants to read manuals? Just get stuck in, but please use a backup of your master-disk. If you want to know the basics of screen painting just read the box-out MOUSEPAINTING on this page, but the only way to get to grips with painting on a table with a bar of soap while watching the telly – that's what it feels like to begin with – is to do it, so go away and play.

Starting Again

Once you have got the feel of mouse-painting with the basic tools, you will want to do more. Try loading in some of the sample art. All paint packages include demo pictures and a lot more is available from Public Domain (PD) libraries and as commercial clip-art.

Transforming other people's work is not only great fun, but also the best way to learn about the various tools and effects. Take the demo pictures and cut bits out – use the Scissors icon in *Photon Paint* (called *PP* for the rest of this article) and *DigiPaint* (*DGP* hereafter) and the frame icon next to the A in *DeluxePaint* (*DP*) – and bend them about.

The Brush Menus of *DP* and *PP* are an absolute playground for cutting, pasting and transforming pictures. *DGP* has a much more limited Effects Menu but almost makes up for it with 'TxMap' Texture Mapping. (You must use Brush/Swap/CopyThisBrush then Mode/TxMap then any tool with Fill).

As you get more practised, look at the original work in detail and try to copy the results to see how they did it. To begin with, though, try giving King Tut or Jim a silly smile and Charlie ears. See the picture *King Tut's Ears* for an example.

ABOVE: KING TUT'S EARS Using (abusing?) the demo pictures that come with your paint package is the best way to learn.

Making The Gradient

Gradient Fills allow any paint program to create the illusion of 3D. The more colours you have in the gradient, the better the illusion. *Deluxe Paint*, with a maximum of 32 or 64 colours, is more limited than the other two but can still produce convincing images if you limit the number of objects.

Start with the range of greys. Click on the Fill Tool with the Right mouse button to bring up the Fill Requestor. Select the Horizontal Line Fill button (the ellipse with L&R arrows to the right of the word Gradient) and OK. Select any grey shade. Now, all filled tools will give a gradient fill of greys; filled circle draws a sphere, filled rectangle a cylinder and, most convincing, filled freehand produces an irregular rounded object.

When you feel up to it, try changing the darkest grey in the palette to 444 instead of 333 then Spread to the other end of the range. This produces a much smoother spread of shades. Also, once a gradient object is drawn on screen, try reversing the arrow to the right of Speed on the palette, then drawing onto the object. This reverses the gradient and gives an

reverses the gradient and gives an indented or eroded look.

More Gradients

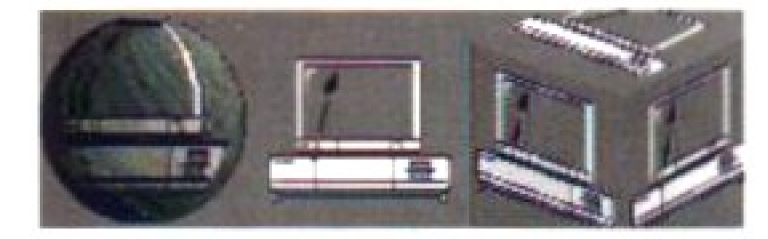
However good *DP* gradients can look, they are nothing to those produced by *DGP* and *PP* using 4,000 instead of 32 shades. This is the real strength of these HAM programs, the ability to wash a wide range of shades over the screen, producing delicate contoured objects and degrees of transparency.

Both programs allow you to set the degree of transparency or gradient, position the highlight and vary the transparency at edges or centre. Play with the Transparency Controls in *DGP* or Blend Set Requester of *PP* until they are familiar. It is these that are the key to creative use of both programs. In *DGP* the Range Colours (to the right of the palette) control solid objects and can be applied if you select Range from the Modes menu: in *PP* you must select GRD on the Blend Set Requester.

Starting Points



Deluxe Paint has some lovely toys, especially Symmetry and Colour Cycling which most people get obsessed with at first. Use small brushes and freehand draw to start with (all the tools will draw with symmetry but Fill can give you the 'zzz' bubble, so avoid it). Try the grey freehand gradient fill, as above, with symmetry. The feeling of depth can be amazing. Try clicking with the right-hand mouse button on each tool and varying the parameters.



Photon Paint is wonderful at creating the illusion of 3D. Load in any image, pick it up as a brush (set Brush/Trans to on) and wrap it onto a 3D shape. You need to set the Luminosity to get the best effect. (Try Intensity at about 6 and contrast at about 8, and light source up and to one side for medium/strong shading).



DigiPaint has a fascinating RubThru mode. After experimenting with lots of tools and colours, use Swap/Copy This Picture on the Picture menu and clear the screen. Select RubThru on the Mode menu. Now any drawing operation will reveal the copied picture. This is especially effective with Transparency in operation.

MOUSEPAINTING

Of course most of this information is in the manuals, but most of us just want to get started straight off without hours of intensive reading, so here is an instant guide to electronic painting!

BASIC TERMS AND PRINCIPLES

the screen display can be likened to a piece of graph paper with a fine and invisible grid. Each square is called a PICture ELement or PIXEL. A picture is built up as a 'mosaic' of pixels. Each square is filled with a single colour lit from behind like a stained glass window.

This way of building images is very efficient - amazingly realistic pictures can be created with just 16 or 32 colours - but lines and edges can appear jagged, because the transitions of colour are quite sharply stepped.

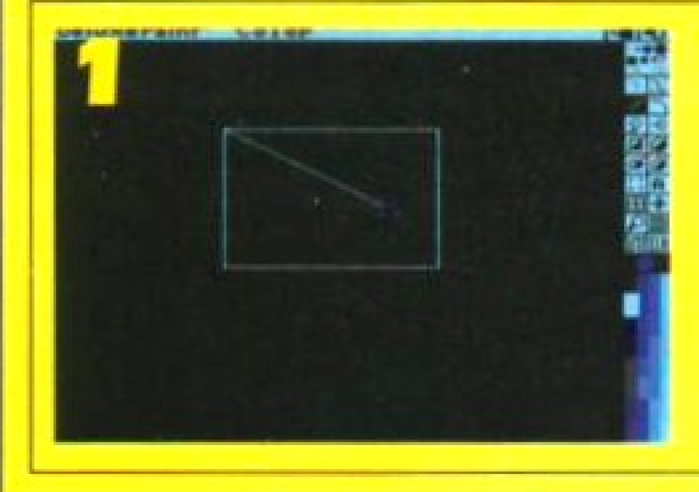
The Amiga can display pixels in several different sizes, but smaller pixels = more detail = more memory used = fewer colours. For most uses therefore, lo-res is best or at least easiest. The exception, HAM, is a software trick that allows all 4096 colours on screen.

The PALETTE is the range of colours that you choose - in *Deluxe Paint* the maximum is 32 - if you change a colour in the palette you change all pixels of that colour on screen. HAM is unlimited. That means any pixel can be almost any colour - but fringeing effects can be caused. (see your manual for an explanation of this term).

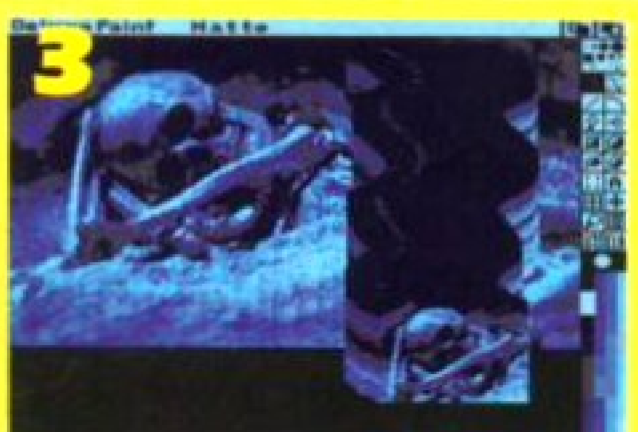
BASIC TOOLS

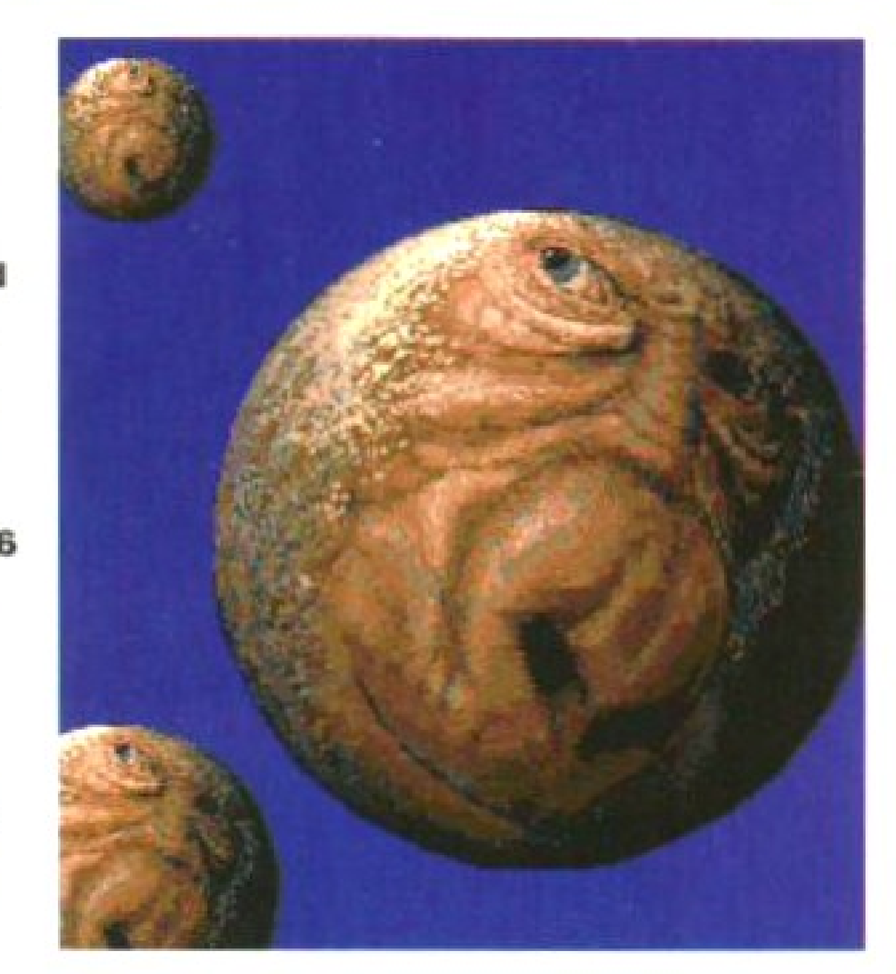
1 RUBBER-BANDING

The most simple tool of computer painting is unique. No conventional system can quite match









RIGHT: ROUND GORILLAS ***Photon Paint's*** **Wrap feature can easily create the illusion of 3D. Load in the image, pick it up as a brush and wrap it onto a 3D shape. Set the Luminosity with Intensity at about 6 and contrast at about 8, and light source up and to one side for medium/strong shading. Don't use dither unless the shading is strong.**

BELOW: GRADIENT MOON
To use the grey gradient in *Deluxe Paint,* try changing the darkest grey in the palette to 444 instead of 333 then Spread to the other end of the range. This produces a much smoother spread of shades. Once the gradient object (in this case a sphere) is drawn on screen, reverse the arrow to the right of Speed on the palette, then draw onto the object. This reverses the gradient and gives an erroded or cratered look. The slight blur on this picture was achieved by picking the whole thing up as a brush, then pasting down with Smooth (F8) selected.

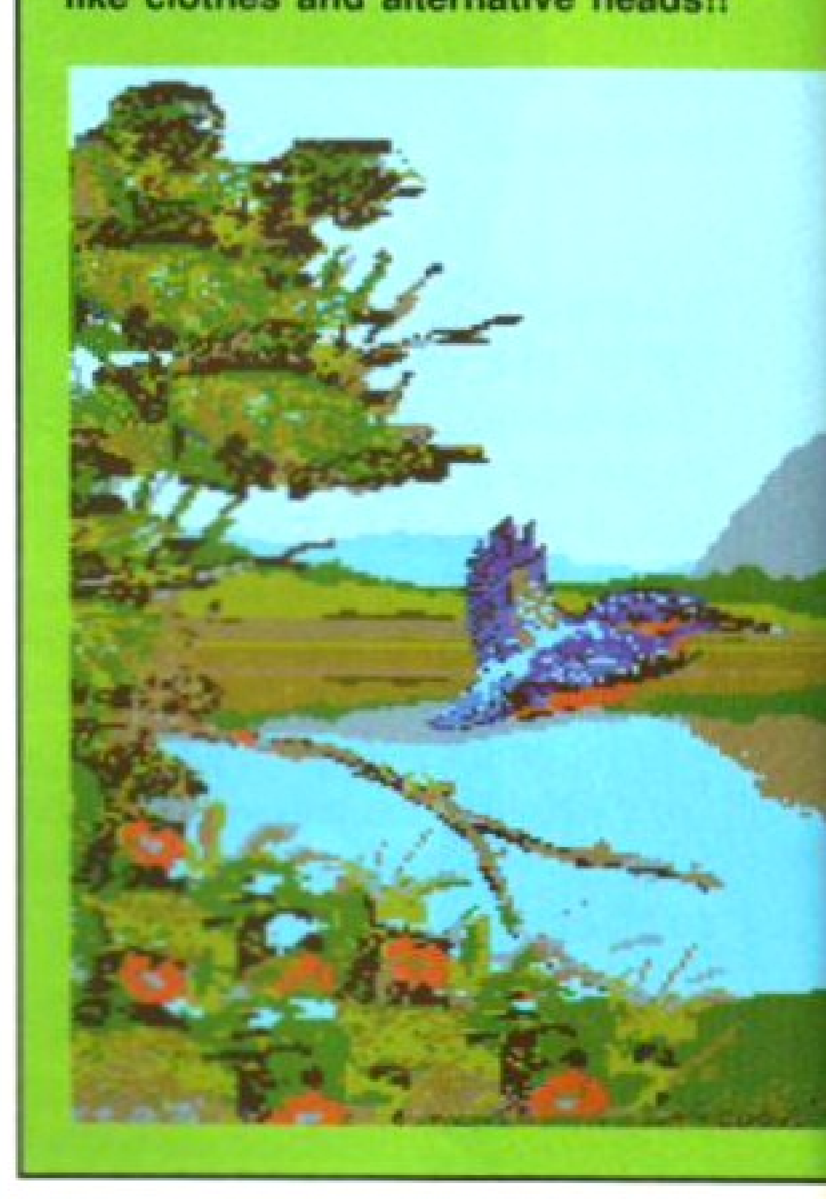


DRAWING FROM LIFE

For the novice starting with animation, making your own realistic AnimBrushes can be very hard. An inexpensive way to start is the *Real Things* series from RGB Studios (0825 892666). The latest is *Real Things Humans.*

Life drawing is a bit like circuit training - it hurts while you are doing it but you know it's doing you good, so you come back for more. For most people, though, drawing the human form accurately is just about the most difficult part of art! Once again RGB Studios have come up with the goods to take the pain out of painting.

Real Things Humans **continues in the spirit of the series by giving you human figures in action – running, walking, jumping, jogging. It also provides lots of accessories – like clothes and alternative heads!!**



its simplicity. If you set an initial point, any line, box, ellipse or polygon can be dragged out elastically. When the desired size or shape is reached, a second click will set it.

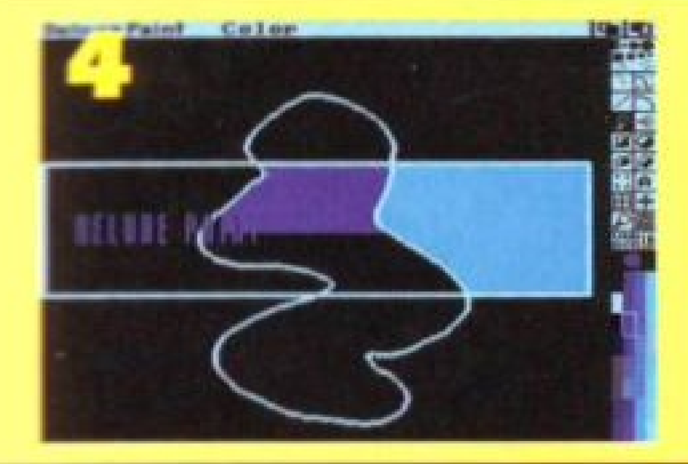
2 AIRBRUSH
Individual pixels can be coloured at random over a small area to give the effect of a spray. The central area of the spray is usually weighted to receive more than the edges.

3 CUSTOM BRUSHES
Any area of the screen can be copied and picked up as a 'brush' (see the main text). The speed of the Amiga allows this brush to be pasted down repeatedly onto the screen giving rise to some spectacular and useful effects.

4 FLOOD FILL
Any area of pixels of a single colour can be changed by flooding. Starting from a single point, every adjacent pixel (horizontally or vertically - not diagonally) is changed to the current selected colour until a boundary is reached.

5 GRADIENTS
A block of pixels can be made to vary its colour from side to side, stepping smoothly through a gradient of tones or colours. Curving surfaces or surfaces lit from one side can be simulated on screen with a gradient fill.

6 DITHERING
Colour stepping causes bands of each colour to appear on the object. These bands can be smoothed out by moving some pixels of each colour across the boundary, blurring or 'dithering' the edge. Dithering can also be used to give the effect of extra colours by 'optical mixing'. (Alternate red and yellow pixels appear orange.)



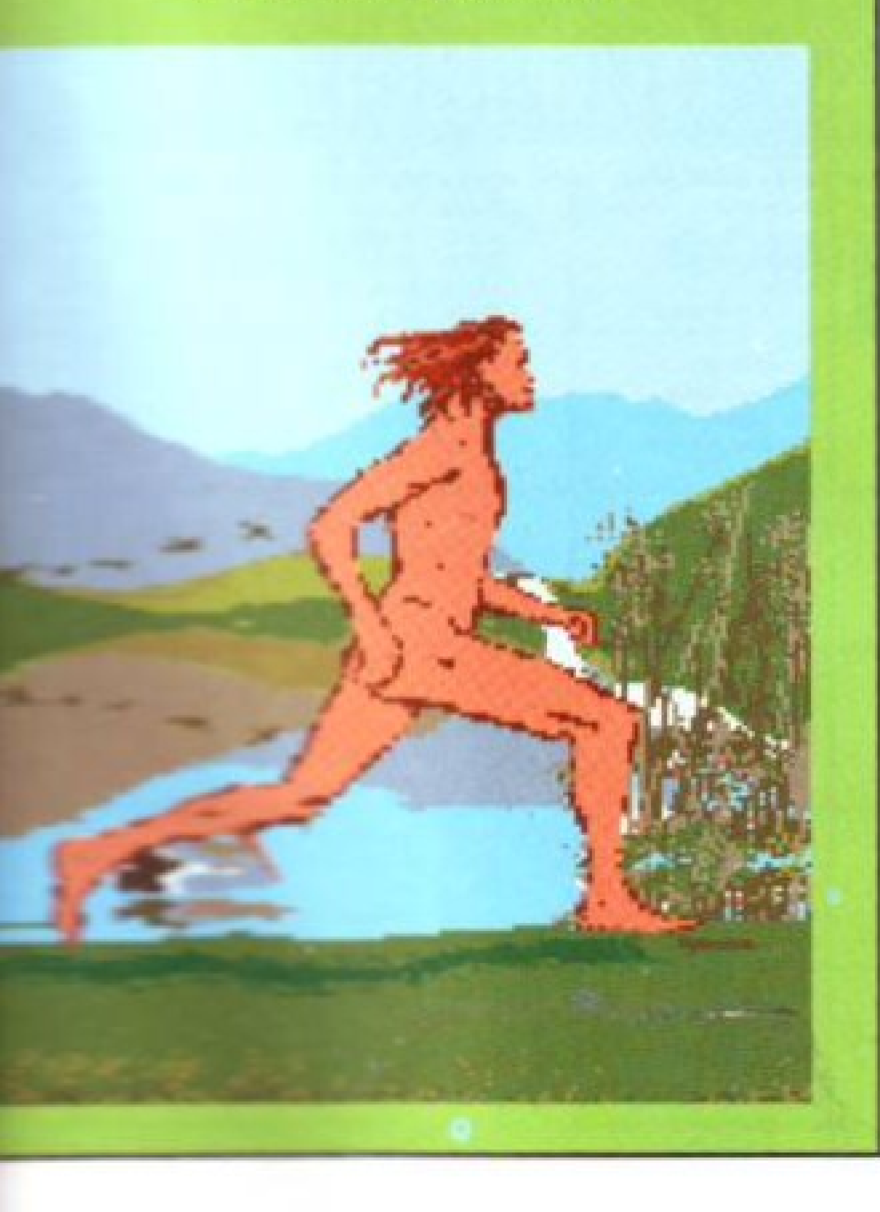




- and on-screen tutorials, but this time there are no backgrounds.The subject is so diverse and the previous two packages had such a rich selection of environments that these have been discarded to make more room.

In fact there is so much material that a second set will have to be produced. Many of these extra files are being published as *The Private Collection.* See the *RT Humans* manual for details.

Speaking of the manuals (manuals? what other clip-art includes even one manual?) they are simple and concise yet dense with information. Together with the on screen tutorials, they bring new insights even to experienced users – the treatment of water in *RT Birds,* the use of Outline to get radial gradients in *RT Humans* - all these bring you back to *Deluxe Paint* repeatedly, even when more sophisticated HAM packages might have seduced you away.



WHICH PACKAGE?

Each of the three most popular screen-painting packages has strong and weak points so the ideal is to own all three! If you can only choose one, the following summary may help.

DELUXE PAINT



DPaint is an extremely versatile, fast and friendly general purpose paint program – and with version Three, it has become an excellent simple animation package too. It features good brush manipulation, especially when it comes to the excellent perspective tools. It has good colour, blending, shading and smoothing effects, particularly considering that it has only 32 colours. No HAM, but every other mode. Animation is fantastic. Sets the standard, but just beginning to show its age.

DIGIPAINT



This is a brilliant, fast and easy-to-use HAM painting package – in other words, it can use 4,096 colours as opposed to *DPaint*'s 64. It has limited brush manipulation tools but very fast gradient and range tools, all accessed via a simple and intuitive interface. This is the best paint program for artists: excellent watercolour, pastel and charcoal-like effects are possible. It will work with a super-bitmap (larger than screen size canvas, the size of which is limited only by memory). No animation.

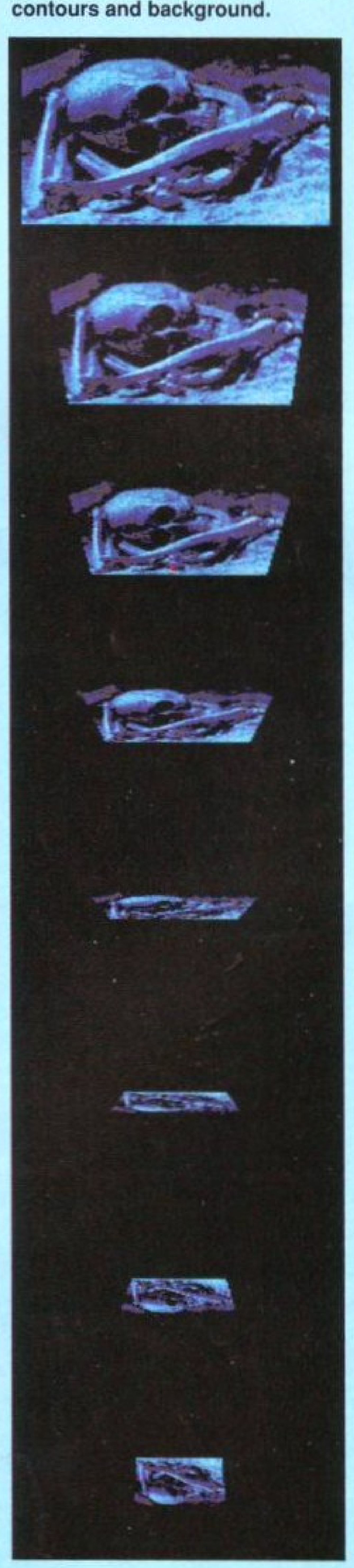
PHOTON PAINT

A versatile general purpose HAM package though rather slow at times. Features excellent brush manipulation tools, especially wrap and contour, and is perfect for collages. Blend, transparency and gradients are good, but Effects are complex. Some animation.

PAINTBOX ANIMATION

Deluxe Paint III and *Photon Paint 2* both provide facilities for animation. *DPIII*'s animation is far more sophisticated than *PP*'s because it allows all of the tools to be used to move animated brushes in all three dimensions, along any path, automatically. It also features AnimBrushes which animate as you use them.

Photon Paint 2 does allow multiple pages which can be flipped, but all movement must be done manually. If you have both packages it is possible to produce all of the moves using flat, coloured brushes, with no background, in *DP* then move the Anim file to *PP2* to add HAM contours and background.



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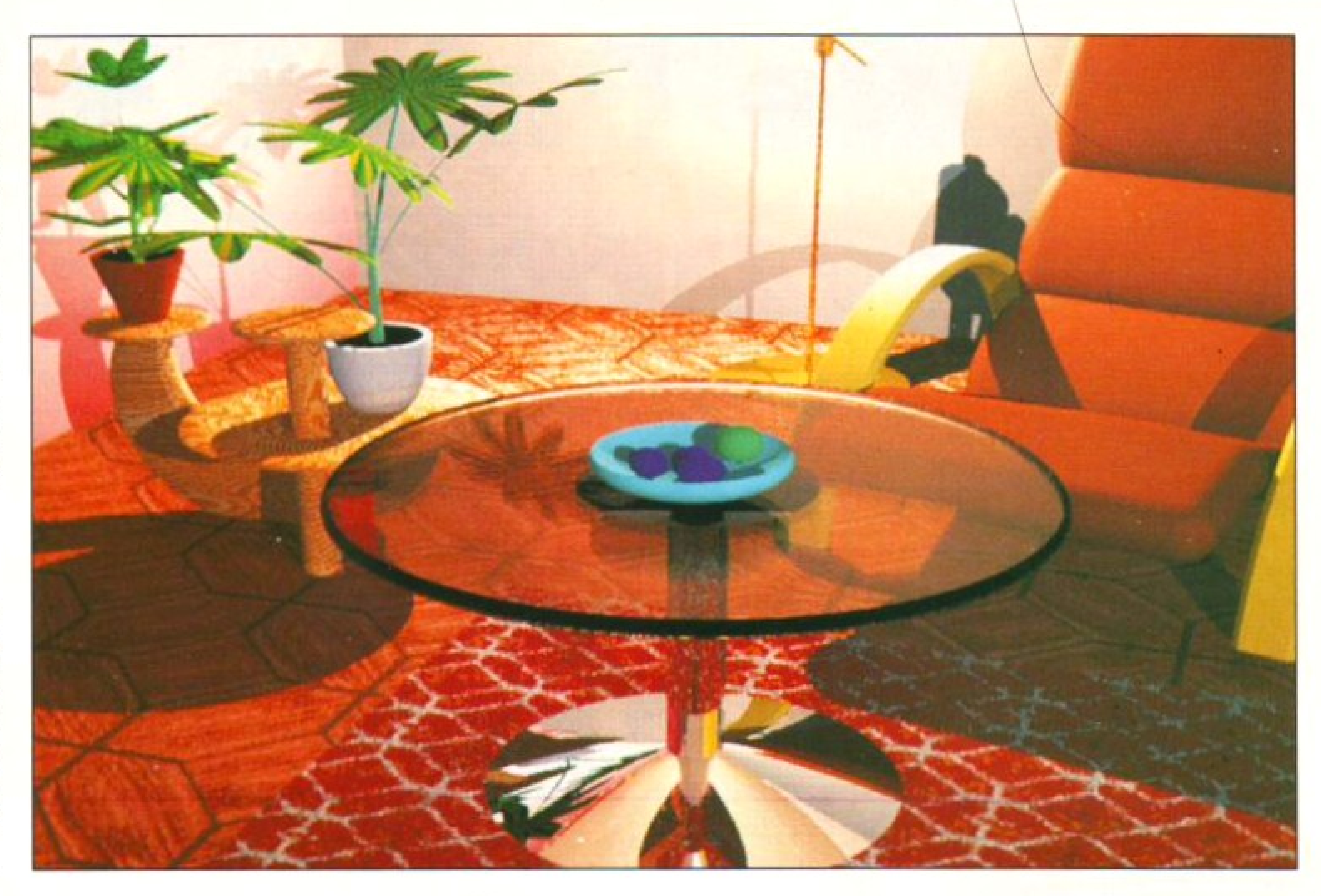

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Anyone who is interested by computer graphics will understand the fascination of the moment when they first see their work displayed in 24-bit colour at high resolution. Immediately, all the problems dissolve.

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Front Runners

The Amiga Centre Scotland are the first in this country to come up with a real 24/32-bit frame buffer card that we can buy and use. The Harlequin frame buffer, originally planned to cost about £700, has ended up being quite expensive – between £1400 and £1800 – because it is *very* good.



Harlequin

True Colour card ■ £1400+ ■ Amiga Centre Scotland 031 557 4242

True broadcast quality output, 32-bit design, multiple resolutions (max 910x576), PAL or NTSC, full overscan, optional double buffering and Alpha channel, programmer's interface and up to 4Mb of Video RAM makes an impressive specification geared especially to graphics and video use. Harlequin is designed to fit the 100-pin Zorro spec for the Amiga 2000 or 3000 series – there are no plans for 500 or 1000 versions.

To display images, you require a monitor which accepts RGB analogue signals (horizontal frequency of 15.625 KHz interlaced or 31.25 KHz non-interlaced, vertical frequency of 50Hz, for PAL systems: for the American NTSC, 15.734 horizontal in interlace or 31.5 non-interlaced and 60 Hz vertical). In practise, this means that your standard 1081 or 1084 monitor will display direct in interlace mode and a VGA-type monitor in non-interlace. A multisync monitor will happily display in both.

If you are a professional, this is probably the card for you: home users will need something cheaper that will work in an A500. And Harlequin is not alone. In America there are at least two more 24-bit cards and, at the last count, thirteen are ready or in preparation worldwide. Among all these some are going to be much cheaper – maybe as low as £300. Similarly, at least eight 24-bit painting, rendering or image processing systems are under development or ready – three or four by the time you read this.



What's it Like to Use?

Technolust aside, it is very easy, even at this early pre-production stage. The board is a two-tier affair that overhangs its neighbouring Zorro slot and a 15-pin socket connects to the monitor. At the moment all software runs from the CLI, but as it is really just *Display* and *Slideshow* there are few problems – the double buffered version will even animate.

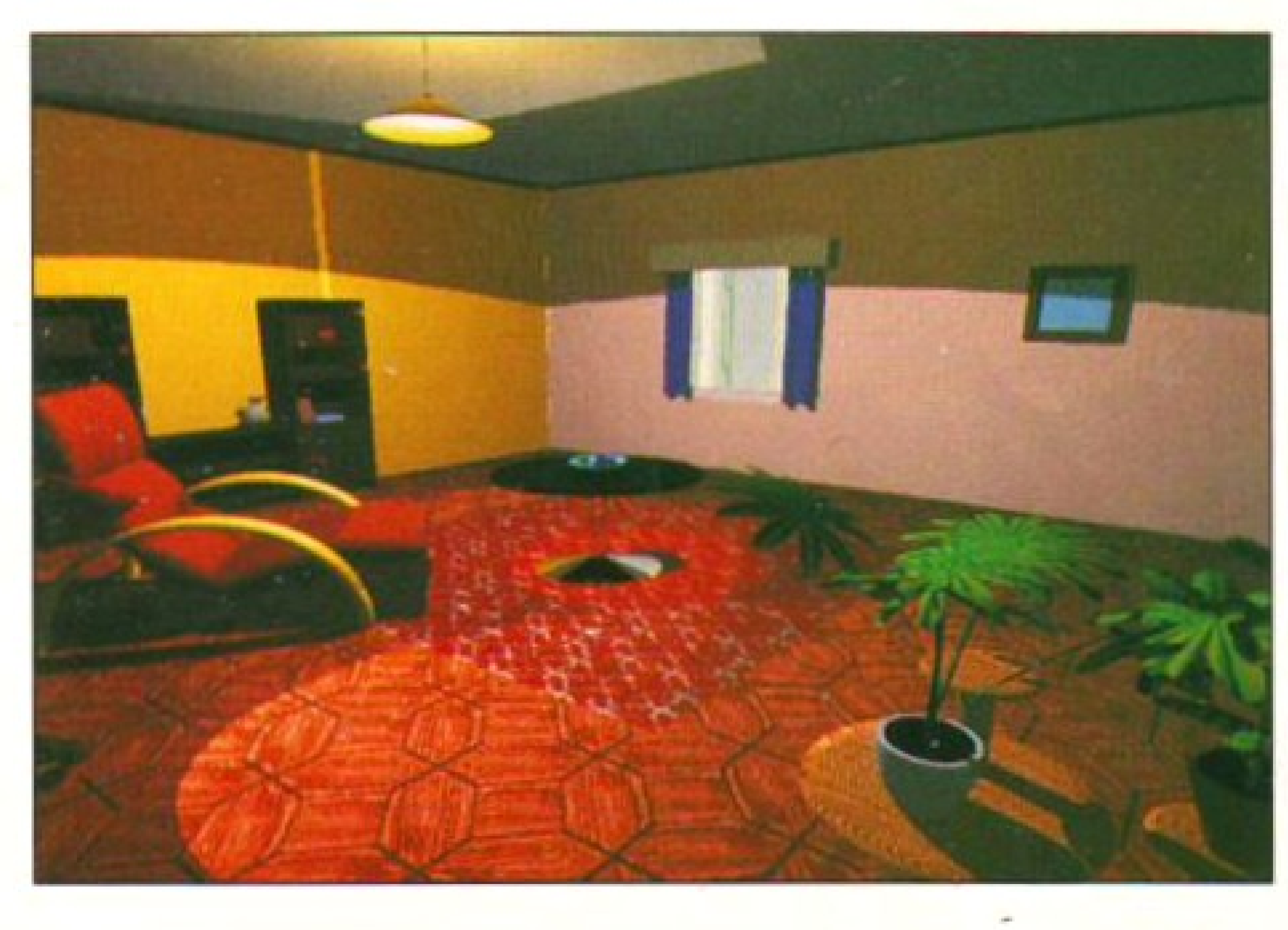
The libraries allow programmers to direct output from their software to the board and a more user-friendly interface should be available with the production boards. Several standards are beginning to crystallise – hopefully one will become dominant soon. Then, any paint program should be able to control the board directly, offering the prospect of *True Colour Deluxe Paint*, *DigiPaint24*, or *ChromaColor* (the 24-bit version of *Photon Paint* now under development) playing on your home Amiga!

The realism that can be obtained with Harlequin 'True Colour' output is really brought home by these images. These are shots of an actual monitor display, so the colour representation is pretty much spot-on. All the images were generated with *Real 3D*.

Problem Page

Full screen, full colour images are almost 2Mb uncompressed, so several megabytes of RAM and a hard disk are almost essential. Here lies the major problem of 24-bit colour – the files are huge and slow. Nevertheless, fast compression and decompression algorithms are being developed and the new generation of compression chips are very efficient and getting cheaper. 20Mb floppies are only a few months away, so things should be a lot better soon.

The biggest problem right now is that rendering all my *Sculpt* models in 24-bit high resolution reveals how bad they all are. Rendering with a greater level of detail using Harlequin reveals every angular curve and misplaced vertex. All in all, upgrading to 24-bit colour is a bit like putting a more powerful engine in a car. Inevitably, you need to uprate everything else as well – including your driving skills! ■



Deluxe Paint 3 Masterclass

The fourth of our Special Effects is an imaginative 'wipe' or 'fade' effect. **DEAN AGAR** describes the process.

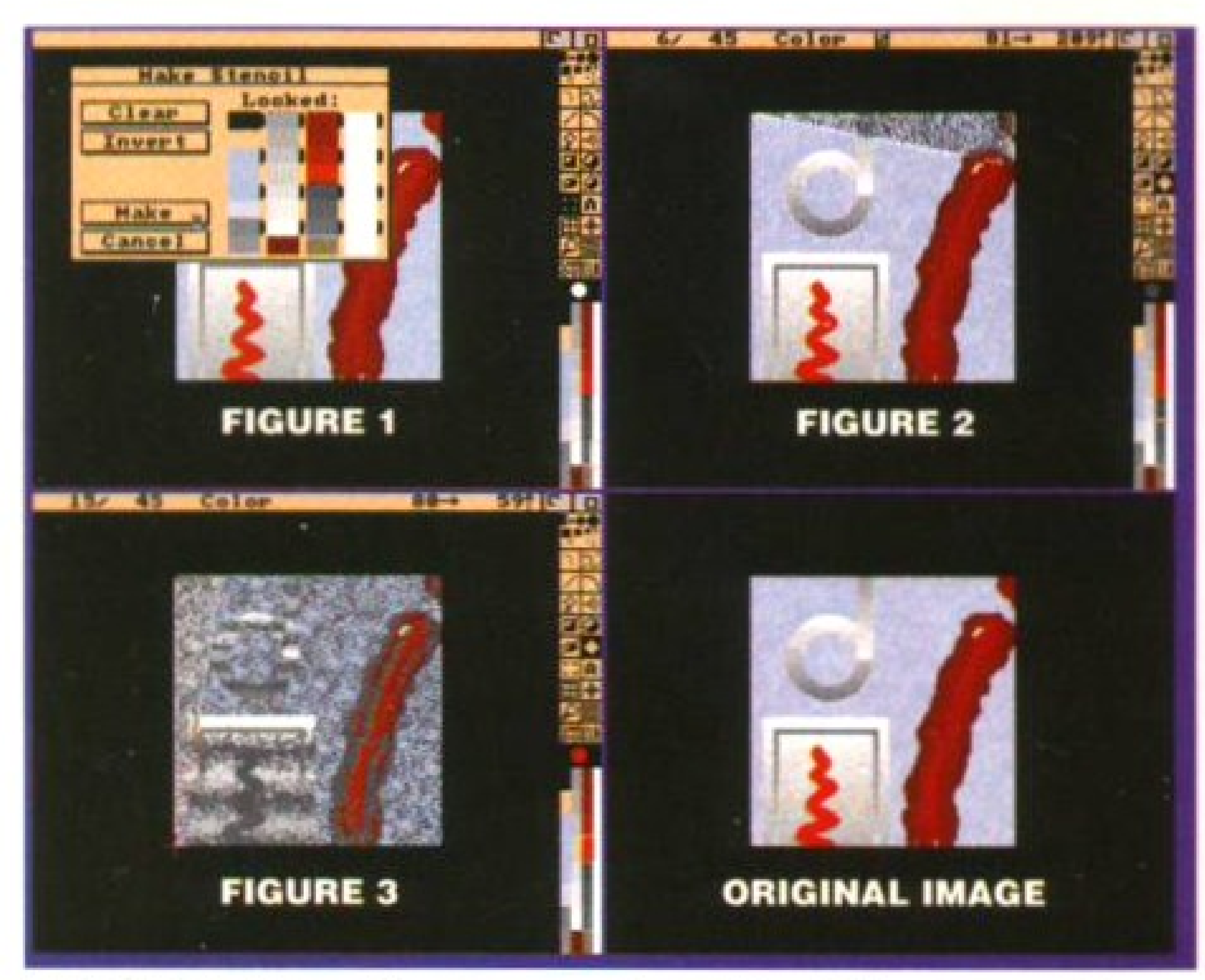
Straightforward wipes being used to dissolve an image have become a little repetitive in recent years, but with a little thought exciting effects can be developed around these old ideas.

The 'multi-wipe' uses, as its name suggests, multiple wipes to dissolve an image. By using the stencil, multi-layered effects are created which add to the overall interest.

As usual, the example uses a cut-down version for the benefit of all users, but is expandable with more memory or even access to video equipment. Possibilities could include 'wiping in' another picture over your original picture using the simulated 'under' technique from Issue 16's *Deluxe Paint* Masterclass.

Building an image with multiple wipes of say red, green and blue could give an animation a slightly more interesting look than your average fade/cut/wipe.

Anyway, here's how to do it. Note that square brackets [thus] denote keys on the keyboard.



ABOVE: The three Figures are referred to at the appropriate point in the text, but serve to illustrate the basic principles behind the wipe transition. The Stencil facility of *Deluxe Paint* is used to remove certain colours in the image on each pass. The shape of the wipe is defined by using a filled triangle tool.

1 Load your chosen picture.

2 Select co-ordinates from the Prefs menu.

3 Pick up a section of the picture 150 pixels x 150 pixels.

4 Press [J] to swap to the spare screen. Stamp down the brush in the centre of the screen.

5 Add one frame.

6 Bring up the 'Stencil make' requester. Click every alternate colour and click on your background colour, which is usually black. Click 'Make'. **(Figure 1)**

7 Select the filled polygon tool and then select a dark colour from the palette.

8 Position your cursor at the top left-hand corner of the image. Click and release the left mouse button and move the cursor to the top right-hand corner of the image. Click and release again, move your cursor down 25 pixels, again click and release. Now fill the triangle you have created by clicking again at the top left-hand corner of the image **(Figure 2).** You should now see selected pixels of the image turn your chosen dark colour.



BELOW: Four frames from the animation show the wipe's four-stage transition.

9 Add a frame, again place your cursor in the top left-hand corner of the image. Click and release the left mouse button, then click at the top right-hand corner of the image. Pull down the cursor 50 pixels. Click and release and then close the triangle by clicking in the left-hand corner of the image.

10 Add a frame. You should continue filling the areas in the same way, working across, until you reach the bottom left-hand corner of the image.

11 Once you have filled the whole shape, flick through your frames to check your progress. What you should have is a line that wipes across the image, leaving a strange pattern in its path.

12 Go to your last frame and add a frame.

13 Select 'Stencil make'. Click invert and click on your background colour, then click 'Make'.

14 Select a light colour. Place your cursor in the bottom left corner of the image, click and release the left mouse button. Place your cursor on the top left corner of the image, click and release.

15 Move your cursor 25 pixels to the right, click and release. Now close the triangle you have created and you should see this area of the image become a sort of two-tone. **(Figure 3).**

16 Add a frame. Following the procedure in numbers 9-11 fill the shape, but this time working from the top left to the bottom right-hand corner.

17 Once you have filled the whole shape you should be left with a two-colour version of your picture: depending on your original image, it may or may not still resemble the original.

18 Add a frame. Select 'Stencil make' and click 'Clear'. Click your chosen light colour and click 'Make'.

19 Select your background colour from the palette, click your cursor in the bottom right corner of the image. Again follow the procedure in steps 9-11, but this time work from the bottom left corner of the image to the top right corner.

20 You should now be left with what can only be described as a very strange-looking pale, shadowy image. The next (and final) stage of the process is to finally wipe this image away.

21 Turn the stencil off using the [Tab] key or the Stencil menu – this will ensure that if any stray colours have been accidentally left in they will be wiped away.

22 Add a frame. Click in the top right-hand corner of the remaining image. Again using the procedure in steps 9-11 you should wipe away the image, working from the bottom right-hand corner to the top left corner.

23 Once the image has been completely cleared, add five blank frames to the end of the animation. Then go to Frame 1 and add five more frames – this gives the animation a 'cushion' at each end.

24 Set the anim rate to 15 then press [4] to view the finished animation.

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What wonders does the New Year hold? What surprises lie in store in 1991? **Trenton Webb** takes a peek into the coming years software and sees some really big ones (fnnr, fnnr) waiting in the wings.

COMING ATTRACTIONS



VIZ

■ ***VIRGIN***
ETA = COMING SOON (Fnnr, fnnr).

A certain comic called *Viz*, which by all accounts sells to these young-type people because it tells rude jokes and uses naughty words, is in the process of Amiga conversion. Three disreputable characters will star: Biffa Bacon, Buster Gonad and Johnny Fartpants – of whom only Mr Bacon sounds the sort of chap you'd like the vicar to meet.

These gents are to race over a five-location course and the one you select must use his special abilities to overcome the difficulties that lie before him. Mr Bacon hits things, apparently because they implied that his pint had dubious sexual habits. Mr Gonad bounces along thanks to some infeasibly large appendages and Mr Fartpants mysteriously has some kind of jet propulsion – though lord knows how!

Intermediate screens will feature a foul-mouthed individual called Roger Melly, who apparently appears on the telly, but it is hard to imagine how as his favourite word is, uh, um... totally unprintable. The only respectable personage in the whole affair is Roger Irrelevant and he just talks absolute drivel. Dominoes.



SUPER MONACO GRAND PRIX

■ ***US GOLD ETA = SPRING 1991***

You've seen the coin-op, spent wads of cash and still want more? Relax, for *Super Monaco GP* is nearly in the home straight, currently just under Coding Bridge, before Playtesting Corner.

The arcade game was an incredible graphic display where everything that made the *Monaco GP* the best in the world was hurled at you. Now the conversion is being fine-tuned for a screen-based racetrack near you. It's quite simply a race game, in which you have to finish higher and higher in the standings until you are forced to win the race outright. That's no easy task when the cream of the world's drivers are all around, all eager to beat you across the line.

Luckily, drivers will have the advantage of an overhead mirror that will show if any threat is approaching from behind. *AF* has seen a demo that was at least two months short of completion and already it was exceedingly fast. Shown here is a selection of the graphics which are currently being slotted into the game.

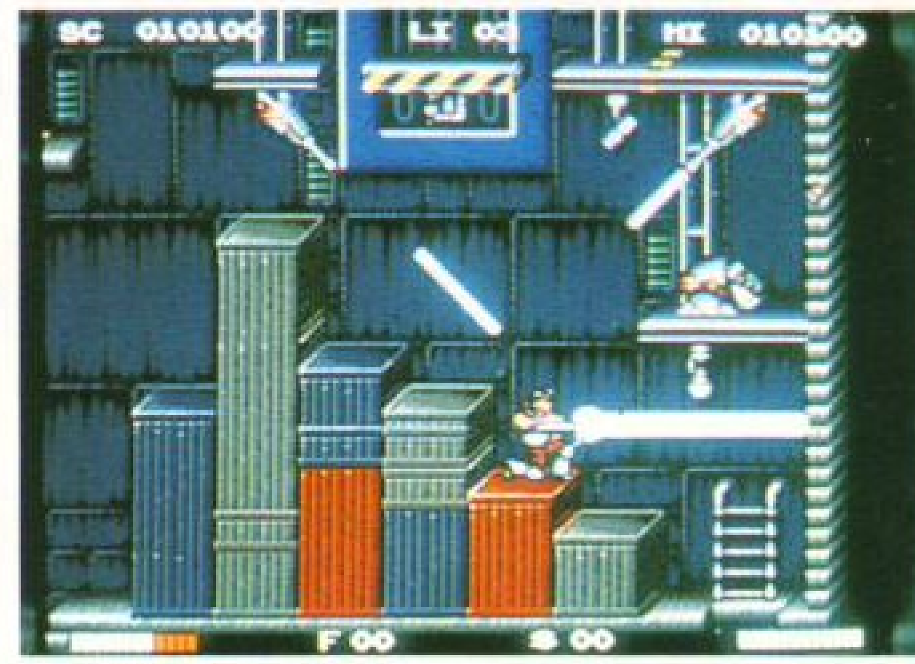






SWITCHBLADE II

■ ***GREMLIN***
ETA JANUARY/FEBRUARY



The Thraxx pack are back. The Hiros of Gremlin's platform slash-em-up *Switchblade* (*AF* 6 85%) are set to make a comeback. For this second adventure they get much better graphic support and huge amounts of gameplay for their eight-level rampage. The Amiga version should



sport 32 colours at 50 frames per second on a full screen (320 x 256).

The eight individual levels should exhibit much more variety. They are only limited to the undercity, which was the setting for the original *Switchblade*, for Level One. Players then get a chance to sample the great outdoors, climbing cliffs, attacking a flying fortress, battling ice planes, destroying an underground base, descending waterfalls and cleaning up the docks before they face a final showdown on Havoc Island. Each level looks decidedly different, with its own inherent dangers and traps. As each level is in excess of 100 screens huge, it sounds like a real biggie.



To help the Switchblade Hiro out he gets a larger armoury than before, with machine-guns, homing missiles and flame-throwers. The aliens get limited game intelligence and big end-of-level bosses to lend a hand. If it lives up to the demos and game spec' it stands a good chance of out-Turricaning *Turrican*, the reigning king of platform chaos.

INSECTS IN SPACE

■ ***HEWSON ETA = January***



Dropping babies from a great height in order to kill them isn't very pleasant. Yet that is exactly what some horribly mutated insects in space want to do. These giant killer bees like nothing more than to swoop in and grab kiddies. Only you, as St Helen Bak, the lady with laser eyes, can stop them!

The game is based on the hit formula from Sensible Software, which went down a storm on the 8-bits. Now it's been charged up for Amiga with eight-way scrolling at 50 frames per second and will be backed by a soundtrack from the Maniacs of Noise.

MIGHTY BOMBJACK

■ ***ELITE ETA February***





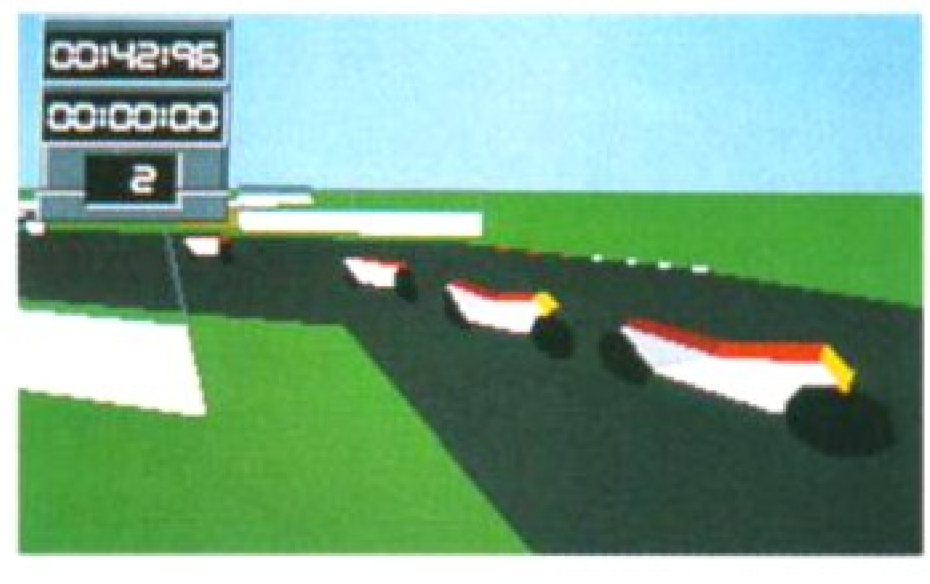
Having achieved massive acclaim on the Nintendo game system, the third in the *Bombjack* series, *Mighty Bombjack*, is getting set to explode onto the Amiga. *Bombjack* and *Bombjack II* (original titles or what?) both achieved No One chart positions, so Elite have high hopes for this sequel's sequel. The game will be based over 17 different levels or a total of over 250 different adventure screens.

TEAM SUZUKI

■ ***GREMLIN ETA = January***

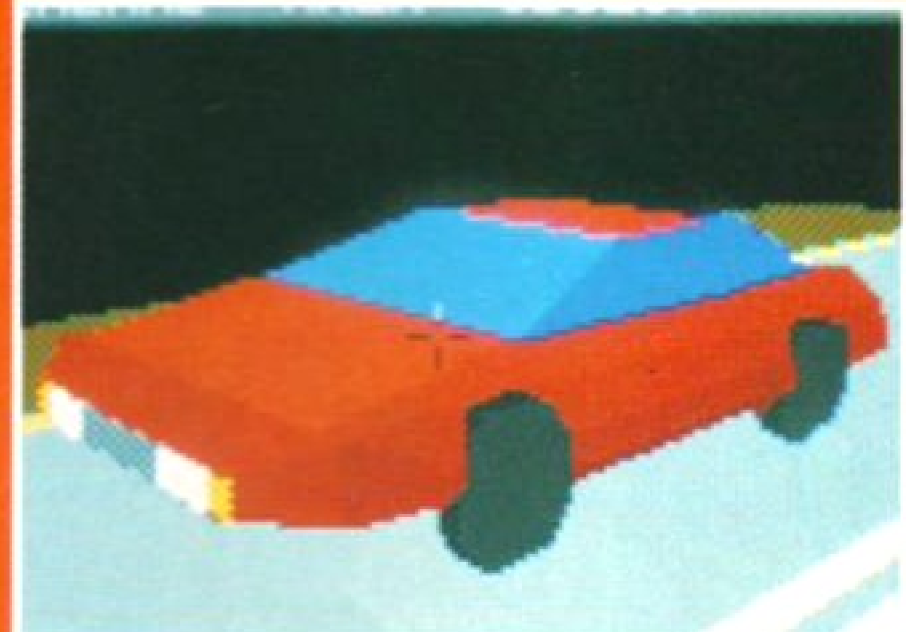
Gremlin's *Team Suzuki* are eager for the green light. A vector racing game, it has the distinction of being based on bikes not cars. This means it may look a little weird, but it guarantees that those bikes really shift. We are talking *Indy' 500* sort of speeds, only on two wheels and on much tighter courses. The game features not only realistic courses but real riders too, complete with their own strengths and weaknesses. It's in the tweaking stage now and should be ready to burn rubber really soon.











3D CONSTRUCTION KIT

■ ***DOMARK/INCENTIVE***
ETA February/March

Do you fancy an art package that is as flexible and friendly as *DPaint*, but allows you to create a 3D world which you can explore in the Freescape tradition? *3D Construction Kit* is not really a game, but belongs here because it has grown out of the game design system that bought us, *Driller*, *Dark Side*, *Total Eclipse* and *Castle Master*.

The package will really be a crossover between AMOS, *Shoot-em-up Construction Kit* and *DPaint III*. It will have a number of malleable 3D blocks in the same way as art packages have circles and boxes. It will come complete with a set of pre-formed rooms which you can develop and a simple programming language which will allow event triggers and score systems to be developed. You'll also be able to design a front-end screen in any art package that saves IFF files, and place icons for control of the game on it.

When you have built the world, designed the front screen and worked out the scoring system, it will then be possible to save it out as a stand-alone game. It won't even need the Construction Kit master disk to operate.



From the programmers of Silkworm, the shoot 'em up of the eighties, comes SWIV, the shoot 'em up of the nineties.
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SECONDARY OBJECTIVE: Interdiction mission. The destruction by military force of all enemy un
SWIV - No one knows what it means but everyone will know it when it arrives. Coming soon.
"Destined to be THE Shoot 'Em Up of the year." Amiga Computing November.'90
"Superlative Shoot 'Em Up Stunna." Zero November.'90
Screenshots shown are from the Amiga version.


DEAD HARD, WELL ARMED AND ALWAYS ON THE RIGHT TRACK
SCREEN PLAY
INCOMING!
Ocean storm ahead with Battle Command P.52
Z-OUT
A+ or D- ? The initial verdict on the R-Type, X-Out hybrid P.56
HORROR ZOMBIES FROM THE CRYPT
Aaggggggghhhhh!!!!! P.75
ISHIDO
Get stoned! P.82
WRATH OF THE DEMON
Pick the grapes of Wrath P.64
CAR-VUP
Core's car cracker P.72
With Amiga games becoming ever more diverse and complex, the Amiga Format reviews system is designed to be flexible enough to accommodate all styles and genres. We give one overall score, which reflects how good each game really is. This score is accompanied by a short list of the game's good and bad points, highlighting those elements that make it stand out from the crowd and those parts which really annoy. These points are then fully expanded and explained in the main review.
Format will, whenever possible, only review completely finished software. This means we see the version that ends up on the shop shelves, the version you buy. Waiting for finished games does occassionally mean that reviews of some Amiga products appear in other magazines before Format. Our review, though, will be an authoritative statement of what a game is like, not speculation as to what it may be like.
The reviews team is headed by Trenton Webb and Maff Evans. Trenton had a long history in the world of 8-bit games reviewing on Amstrad Action before moving up into the big league for AF 14. Maff Evans joined the team on AF 7, after a heroic tour of duty with ZZap 64. They are backed up by a highly-experienced team of specialist reviewers from Future Publishing's crop of market-leading computer titles.
Narco Police P.55 ■ Chips Challenge P.58 ■ Damocles Missions P.66 ■
STUN Runner P.76 ■ Ninja Remix P.77 ■ MUDS P.78 ■
Eco Phantoms P.81 ■ Elvira P.85 ■ Carthage P.86

BATTLE COM

Ocean £24.99 ■ Joystick, mouse or keyboard

Jack Dempsey was known as the Manassa Mauler. He had a knock-out punch, could take a good shot and fought on until the bitter end. Maybe, just maybe, that's why *Battle Command's* tank star is called The Mauler, an ultra-sophisticated armoured weapon platform which is sent on suicidal missions that, with a touch of luck and some heavy planning, might just be feasible.

Battle Command blends tense tank action with serious cerebral activity. 15 tests of close-combat mouse control test your planning skills, weapons selection and pure guts when the shells start to fly.



User Friendly Armour

BC is played from the traditional tank sim' viewpoint. Sitting behind a viewing screen, you survey the battlefield and use a roving cursor to select the weapons and other systems. Pushing and pulling the joystick/mouse moves the Mauler, with the right and left button switching control from systems to driving. Sights for the missiles and cannon pop up automatically, locking-on with refreshing speed, making the Mauler a very user-friendly tank indeed.

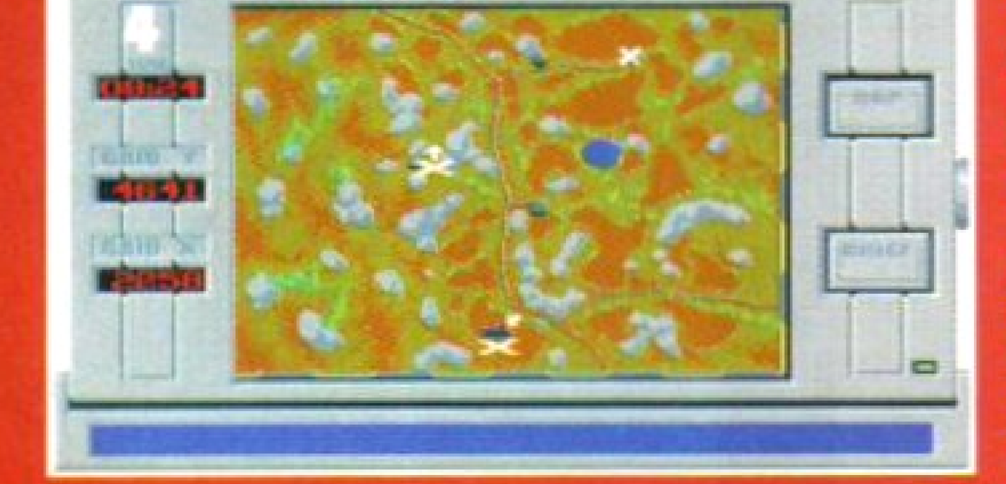
The whole game evolves around the map – one of the F-Key commands. You have to calculate the best routes between mission objectives and pick up zones. Used in conjunction with a radar and



"THE MISSION" The plans have been laid for the next tank attack. You have to find and destroy an enemy base. make sure you are in possession of all the facts before embarking.

"WEAPONS SHOP" Here you tool up before going to war. There is a weight limit on the tank, and only four pods available. Make sure you have the tools to do the job, as many have a specific usage.

"DROP OFF" The chopper flies in low and fast. It slings the tank out of the back and then the battle begins. From here on in, you take command.



"MAP READING AT 50 MPH" The drop zone is marked as an X with a down arrow and the extraction point an X with an up arrow. The tank is you, any special points of tactical interest are marked in white.

COMMAND CONTRO





Weapon control window – here you get to see what weapons pod you are currently using and its status.

Weapons pods – four weapons pods are available on the tank. With either mouse clicks or keyboard controls you can switch armaments in the heat of battle. Only one can be fired at a time but defensive utilities can be left running.

Pick up button – summons the helicopter to the pick up point.

Fuel and speed – shows how much fuel the tank has(left). shows speed and direction (right).

Auxiliary monitor – used for wire-guided missile control, the binoculars and rear-view camera.

Night-sight – turns night into day.

Binoculars – used for long-range scanning.

ANOTHER MISSI

"BATTLE IS JOINED" This mission, a destruction job, forces you to run a gauntlet of enemy installations. Using guided-missiles and cannon they must be dispatched before they damage your Mauler.

"DAMAGE LIMITATION" Before reaching the main target, it's worth checking your status. Badly damaged weapon launchers could ruin the mission and your chances of survival.

"LOCK AND ROLL" The radar-guided missiles have hit the target and destroyed it. The enemy are closing in. It is time to turn tail and head for the drop zone.





MAND

binoculars this allows long-range planning, while the fighting takes place from the tank's viewpoint.

When the enemies start blazing, the Mauler takes damage no matter how careful you are. Luckily the Mauler's a tough swine and it takes masses of hits before finally exploding. Avoid enemy fire by utilising your long-range fire to its maximum potential.

Destruction Jobs and Escort Services

The missions vary in nature as well as subject. Some are destruction jobs where you take out an enemy base, some have you escorting convoys, others set you the task of recovering valuable military secrets from the hands of the enemy. Each needs a coherent plan and its own special skills.

The graphics for *Battle Command* are a visual weapon in the war of gaming addiction. With four different detail settings, for speed purposes, the game is well constructed giving the player choice. In mega-mode, obviously the slowest of the four, the vehicles are superb with easily recognisable A-10 Thunderbolts, trucks and trains. When the signal lights work at a level crossing, you know that you're in for a tank-busting treat. A fact that even the lame-ish tune and average sound can't effect.

That's Entertainment

Battle Command is not only fun but it can be played as either a one-off blast or an on-going sequence with disk-saved victories, *BC* has a depth of entertainment often lacking in high-tech shoot-outs. The number of missions may prove to be a hindrance in the long term, but some of these are incredibly tough. The game brings strategy, sim and shooting together brilliantly. It has enough abjectly weird locations to make exploring the world fun and there is an excellent range of firepower that promotes real experimentation.

You will find learning the strategies behind *Battle Command* is only half the fun and being in control of the battle is even better. ***Trenton Webb***

CENTRE

Scanner – on collection missions eg satellite, this is used to guide you to the correct location for the rendezvous.

Radar display – Shows obstacles, enemies and incoming fire. The most essential bit of the tank's kit – after the weapons system!.

Compass – helps bad map readers to get lost, and good ones to reach their target.

Rear-view camera.

VERDICT

- 15 missions of pure tank action.
- Brilliantly (and variable) detailed graphics which move at a real pace.
- Vast array of different weapons and a good selection of missions.
- Some missions are rather odd and henceforth hard to complete.
- A brilliant blasting game cum tank sim.



"CHOOSE YOUR DOOM!"
At the front end of each game is a choice of which mission you will take on. You can choose any mission regardless of previous encounters, victories or defeats.



"SAVE FOR A RAINY DAY"
After a completed mission commanders are offered the chance to save their commander to a separate disk. This way one man may, if very lucky, complete all 15 missions.

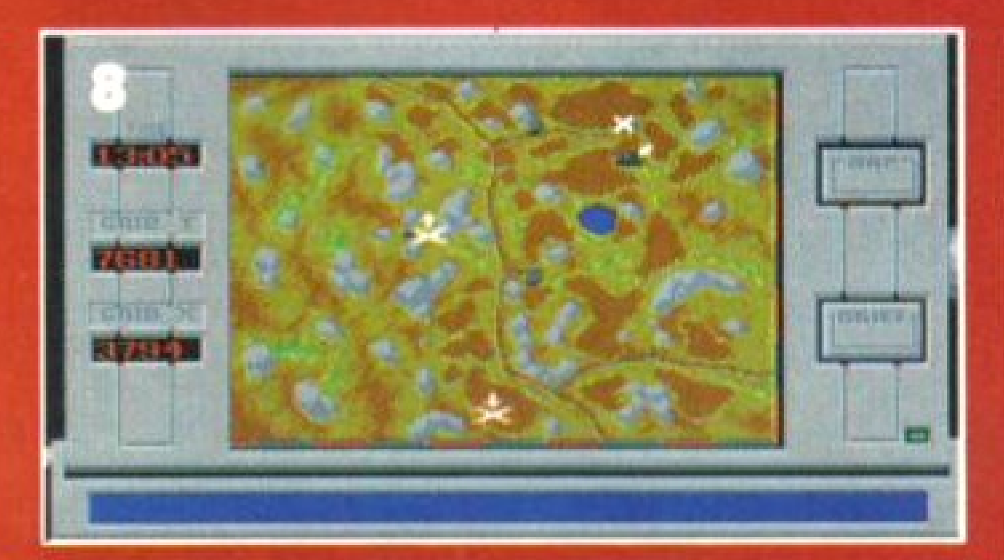


"MARKS OUT OF 10"
At the end of each mission, your commanders give out information regarding the success of your attack, the number of kills and most importantly your score.

"UP, UP AND AWAY"
The chop flies you off to safety. Take this time to admire the nice vector work, looking down on the tanks whose trap you have escaped. watch it and weep suckers!

ON IMPOSSIBLE!

"RUN AWAY!"
Check that map, find the drop zone and drive like a demon. The ammo' will be getting low and the damage toll will be high, so keep moving and watch the radar for incoming fire.



"CALL THAT CHOP!"
It's a terrifying experience waiting for the helicopter. The enemy close in as the heli' lands. Keep dodging, keep shooting and shadow that helicopter.



"ALL ABOARD!"
Once the evac' unit arrives head for the rear of the transport and you're automatically rescued. Breath freely once more as you head homewards.



NARCO POLICE

DINAMIC £24.99 ■ Joystick, mouse and keyboard.

Goddamn the pusher! Dinamic, the action specialists from Spain, have extrapolated the current drug crisis forward into the year 2003 and what they see is bleak. One fifth of the entire world are addicts and the drug czars have immense power. The Narco Police are the answer to this problem, and their solution is final.

Three teams of heavily-armed troopers are sent into attack an underground-island drug lab. The team are controlled individually and are viewed from behind as they run down the cave tunnels. When one gets blasted another steps up to take his place a few yards back down the corridor. You can swap between the various teams and choose either to take one unit on or work all three groups as an overall force.

Shot In The Dark

The soldiers are simple folk. Once you've stopped off at the weapons shop and been directed to a tunnel, they just plod along doing what you tell them to. Until they fall over dead that is, after being shot, which isn't their fault. They follow the stick movements every way except backwards – this is used for changing ammunition – and therefore cannot backtrack.

Firing is controlled by pressing the fire-button whilst moving the joystick to aim the gun. All pretty normal really, with you waving the gun in the direction of the druggie. All the other weapons and equipment are used via a 'type-in' computer panel. This controls everything from launching missiles to teleporting in extra NPs.

The boys wander the corridors trying to find the elusive CPL (Central Processing Laboratories) and are constantly surprised by hordes of guards, automatic gun cameras and laser trackers. All these have to be blasted out with different ammunition. Occasionally they chance upon machine-gun nests, tanks and doors which require special treatment, but do signify the end of a section.

Walk Like a Man

It is not the shooting – which is delightfully loud – and the mapping that makes NP so impressive, but the fluid movement of the characters. Walking is seen from three, slightly different, perspectives, also the shoulders dip as the gun sweeps around and the NPs fly backwards, blood gushing, when shot. Each frame of movement has been well thought out and animated, to create realism and heighten tension.

The computer the NPs carry is supposed to free the joystick for fighting and moving. Yet the 'computer' is very sensitive and typing errors earn an 'unknown command' message. This leaves you expecting a missile, but nothing happens; very embarrassing and dangerous.

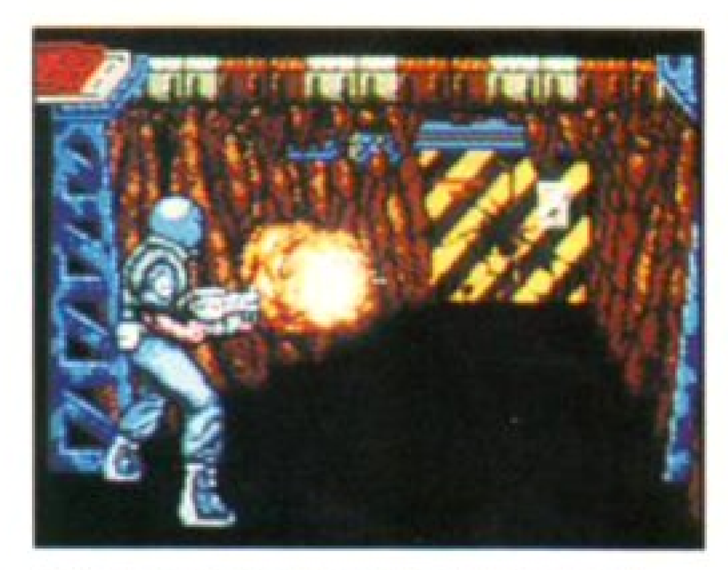
In the second stage the ordinary soldiers are replaced by hardened mercenaries. This toughness is not be sneered at as it ensures hours of play, but it's only for the determined and not just thrill seekers.

Narco Police requires repeated playing at first to find the right route and then some hard blasting to make it through. The correct munitions must be selected, the right tunnels chosen and all the battles won. Backed up by great animation and sound effects the *Narco Police* should be shooting for the top. ***Trenton Webb***

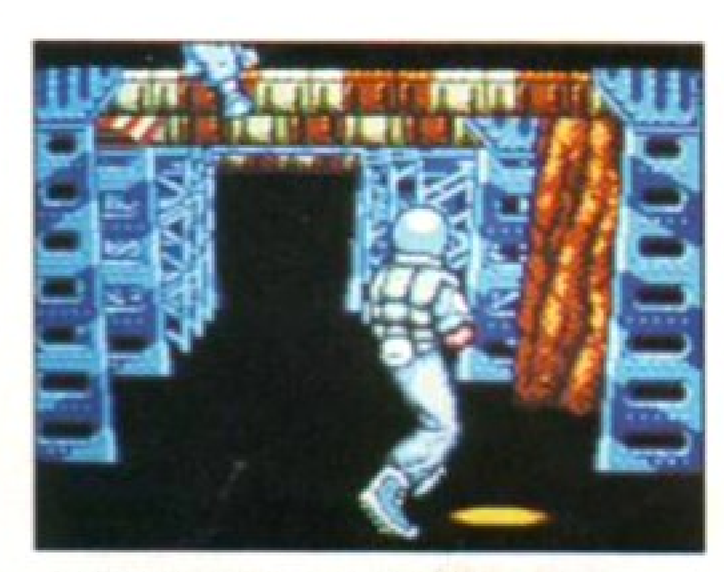
PRESS FOR ACTION



Instead of enemies leaping down from the ceilings or remote machine-guns popping out of the walls occasionally, a terminal drops from the ceiling. This allows one team to help their fellow Narco Police by deactivating obstacles that lie in other corridors. This terminal can deactivate the machine-guns (DG), deactivate the cameras (DC), open doors (O), check the team's stats (S) and call up a map (M). This way only one of the teams has to carry explosives and the other two take the heat off them as they try to reach the labs.



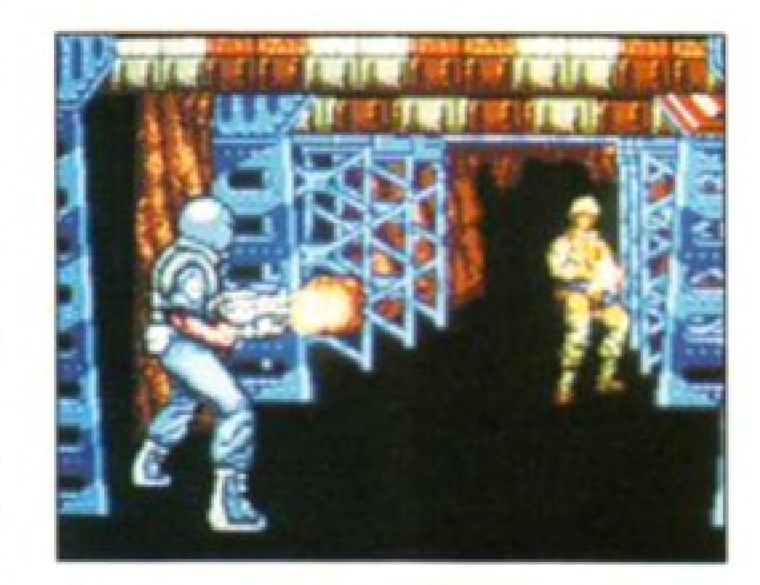
That door is blocking the way! There's only one solution and that's to blast it. An M2 missile should suffice. Make sure each team has a couple because there's no other way through.



Being in the spotlight is bad news. This laser scanner kills in seconds, so switch ammo to armour-piercing and then swing the gun up and right to destroy it. Dumdums will have no effect.



Ah! Tactical error, never stand in front of machine-guns. A missile is required to kill these guys, but the road behind them should lead somewhere really interesting, namely to another sector.



Lone troopers tend to throw grenades, so get ready to duck down, but keep shooting!

VERDICT

- Great animation and loud sounds.
- Strategy and shooting combined for thoughtful slaughter.
- Rather tough and the going gets slow.
- Troopers occasionally refuse to respond to commands.
- Twitchy 'computer' makes life a lot harder than it should be.



Approaching the JCB-type scenery near the end of level two gives a prime example of the amount of work that has gone into producing the graphics for *Z-Out*. But don't hang around looking at the pretty pictures for too long, or those vicious aliens will have your head!

Z-OUT


Heavy Giger influence abounds in modern shoot-em-up! Just take a look at those *Alien*-style monsters!

Rainbow Arts £24.99 ■ Joystick

High quality scrolling shoot-em-ups are few and far between these days. The days when every other game had you flying a lone fighter craft into the depths of danger to save the universe are long gone. But to be honest it would be a shame if the genre died out completely, so it's nice to see a shoot-em-up as impressive as *Z-Out*.

X, Y and Zee

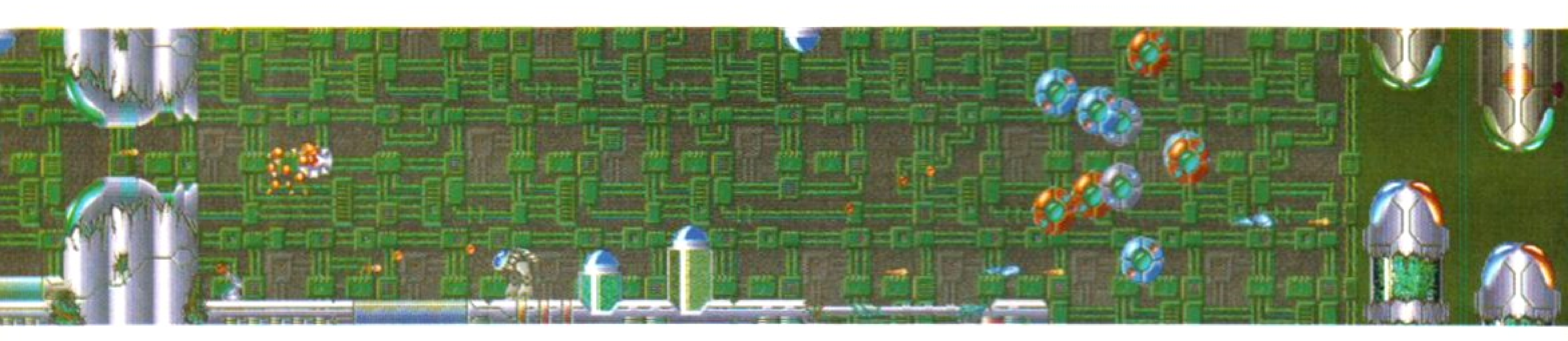
The game continues the story from Rainbow Arts' previous blast, *X-Out* (which wasn't pronounced Crossout after all). The enemy forces on the Alpha Centauri moon have been destroyed which has thwarted their invasion plans.

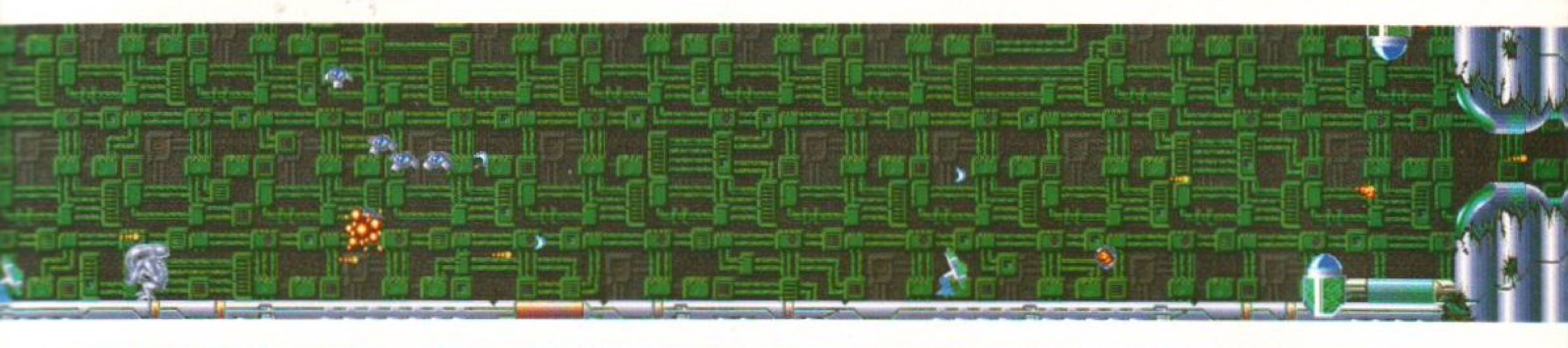
Celebrations however are short since signs of heavy military movements on the surface of the planet itself have been detected.

You are the head of the newly formed Z-Out attack team. It is your responsibility to attack the planet surface and put paid to the enemy forces plans of attack once and for all. The High Command thought buying weaponry and ships from an independent dealer held up military planning and so now have decided to cut out the middle man on the latest mission and have come up with their very own fighter craft and weapon systems.

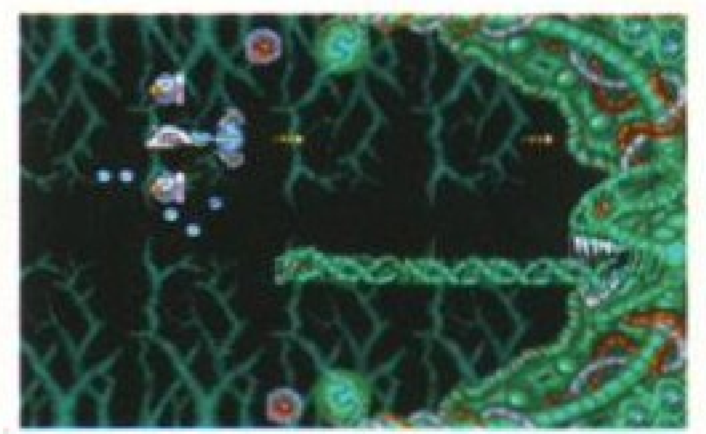
The mission begins when you are dropped at the outer reaches of the first defence zone, armed with a simple front cannon. As you progress deeper into enemy territory you will come across various power-ups which contain weapons that can be bolted onto your ship to improve its firepower. The first item you pick up gives your ship a front-mounted pod, which protects you from bullets and smaller enemies and can be added to with further pick-ups.

If this all seems familiar, then that's probably because it is! In fact *Z-Out* is pretty much your standard progressive weapon shoot-em-up. But originality isn't really the point with a game of this type, the main emphasis has to be on the look and feel of the game.






Revolving satellites are pretty useful for dodging this beasty's missiles, but you'll need to use some hefty flames to kill him!


Extending, snappy jaws and mutant, alien fried-eggs are the order of the day when facing this creature at the end of level two.


Mutant jellyfish attacking, and there isn't really enough time to ask if they're teenage or hero! But they're definitely dangerous.


Those shells you used to collect on the seaside never reacted as violently as this pretty fellow – but then they were never as big.

SLICE AN' DICE, MAN!

The key to beating Z-Out is making the best use of the additional weapons.


BOUNCING FLAMES – shoot out diagonally and bounce off the walls.



EXTRA LIFE – an...er...extra life.


FUSION BOMB – fires splitting boomerang shots.


FLAME-THROWER – shoots flames that move up and down in sync with your ship.


STREAKER – fires a lightning bolt. The satellites can also fire them on the second power-level.


ROTATOR – causes your drone and satellites to turn into a rotating shield.


CREEP BOMB – shoots flames that follow the outline of any scenery they hit.

Lovely Plumage

The first thing that hits you about *Z-Out* is the incredible amount of work that has gone into the game's stunning graphics.

Some of the sprites and backgrounds are simply outstanding, making the game look like it should be standing in an arcade rather than on a home computer.

Fortunately, the care taken over the appearance doesn't mean the rest of the game has lost out. The sound effects and music that back the action are equally impressive, with some atmospheric tunes to set the tone of the frantic action.

The title music contains the best piano sample I've heard in a piece of Amiga music, but then you'd expect the sound to be good coming from Chris Hulsbeck who is the creator of the superb music tool TFMX.


Never mind the pretty blue eyes – the rest of it's ugly and it's swooping in for the kill. Aaargh! Get the rockets out!

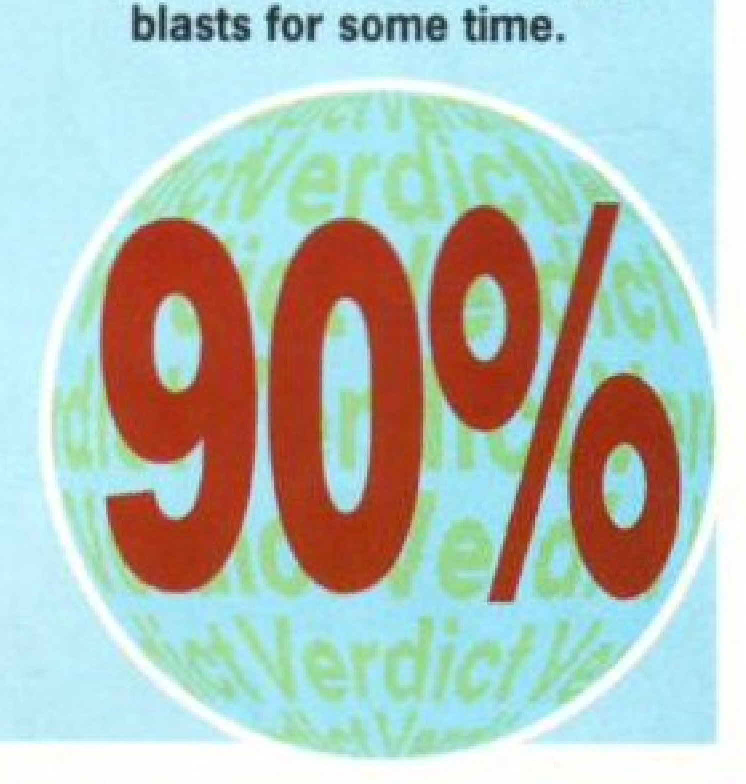

Not only are the enemies launching missiles at our hero, but the volcanos are spitting their fair share of plasma death.

So the presentation's good, but what of the gameplay? Well to tell the truth...it's extremely enjoyable! The sign of a good shoot-em-up is when the collision detection is spot on and the control feels fluid, and when you are shot playing *Z-Out* you know that you're to blame for being hit! Not since *Xenon II* back in September 1989 has such an impressive shoot-em-up appeared on the Amiga – and that's one of the best games ever!

Maff Evans

VERDICT

- Superb arcade-style sound and graphics.
- Fluid joystick control and absolutely spot-on collision detection.
- Simultaneous two player 'team' mode.
- Powerful array of weapons to blast the evil alien hordes.
- Extremely addictive gameplay keeps you hooked for hours.
- One of the best scrolling blasts for some time.





Peer pressure can be a powerful thing. Take young Chip McCallahan for example. He will do just about anything for Melinda the Mental Marvel, climb high mountains, slay dragons and...er...join her computer club.

Who Ya Gonna Call?

Unfortunately membership of the "Bit Busters" computer club is highly exclusive and extensive tests must be undergone before anyone is allowed to join.

But one day while Chip is innocently eating his lunch in the school cafeteria, Melinda sits next to him and offers him the chance of becoming a member of the Bit Busters. Naturally he says "Yes!".

This is where the gameplay begins. Chip must complete a sequence of nine tutorial missions. These are just to get him into the swing of things before he goes on to the more complex levels.



Melinda and her chums have set Chips a real poser on Level 53. First Chips must find a way around that fire – a fire shield would help – but then there is the problem of the water. After that there is always the strange stretchy X thing to deal with. Normally a number of chips have t be recovered, but on this level it is just a matter of finding the right exit, quickly enough to beat the clock. That may be more dificult than it looks.

CHIP'S CHALLENGE

US Gold £24.99 ■ Joystick

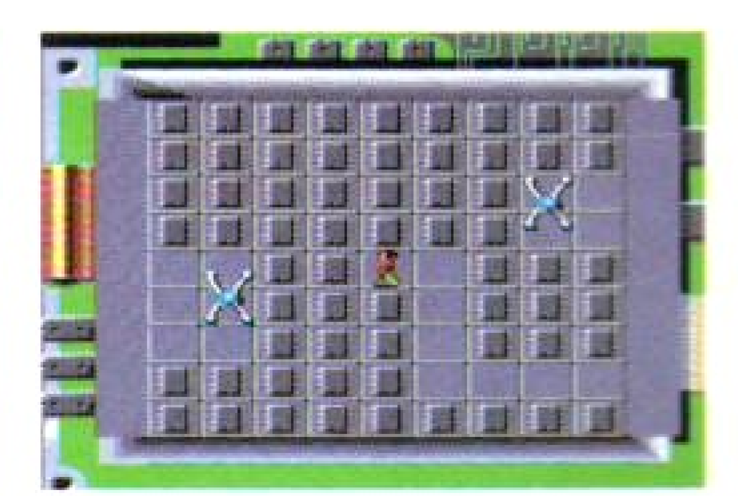
The game takes the form of an overhead-view maze game, with Chip having to collect a set number of microchips before finding the exit. Unfortunately the chips are hidden in fairly inaccessible locations, with a series of puzzles needing to be solved before they can be collected.

Obstacles such as water channels, icy floors, balls of fire and creepy bugs must be encountered along the way, but with a quick mind and a quicker bit of joystick wielding and Chip can win through.

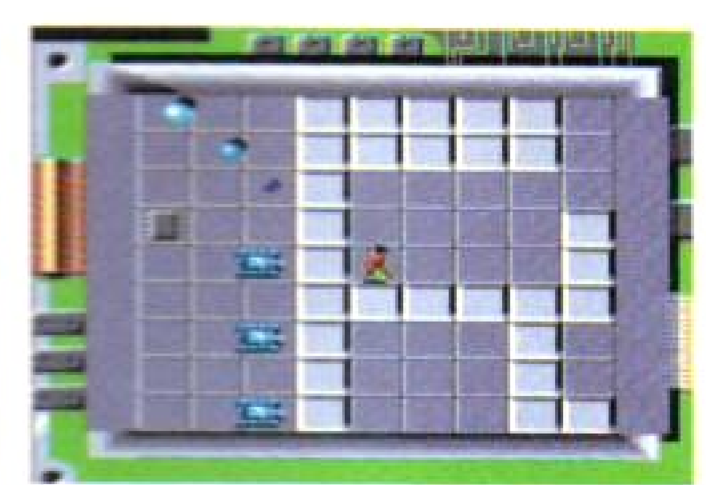
The puzzles are easy to complete on the first few levels, but as soon as you hit the more complex stages then things get a mite more difficult. Trying to work out the route through the mazes and sussing out how to use the objects you find is pretty enjoyable and should keep those who are into a bit of mental torture playing for quite a while – especially as there are over 140 levels to complete!



Ah, spiders! These little red darlings are guarding the chip that will let him escape the level. One touch however is fatal.



More chips than a growing boy can eat. Getting them however lets the nasties out, so the order of collection is important.



Tanks and bubbles! What a dreaded mixture. Still with a bit of clever planning, quick joystick movements and he's safe.

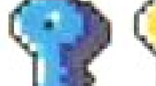
The graphics aren't exactly outstanding and the tune could become a tad annoying after a while, but don't let that put you off having a go.

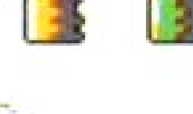
Chip's Challenge is just the thing to while away the cold winter evenings – just watch that you don't end up sitting there all night and keep on playing so as "just to beat this puzzle", otherwise your family will probably get rather annoyed with you!

Maff Evans

TOOLS OF THE TRADE

One thing you have to master in *Chip's Challenge* is how to use the various objects. Quite often keys are not the only way to get past a blocked path!



KEYS – open the relevant coloured door, but can only be used once.



MAGNET – allows Chip to walk freely on moving floors.

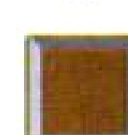


ICE BOOTS – allow Chip to walk on ice without slipping.

WATER SHIELD – lets Chip wade through water without fear of drowning.



FIRE SHIELD – provides Chip with a rather useful asbestos suit.

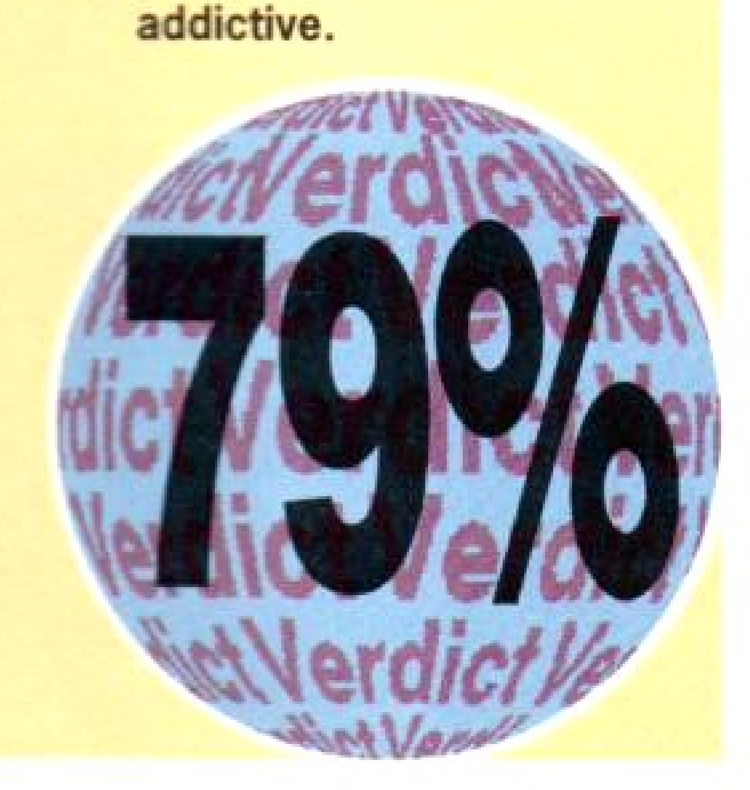


DIRT BLOCKS – just the thing to bridge water, blow up bombs and deflect the odd nasty!

VERDICT

- Simple sound and graphics portray the action adequately, but don't amaze.
- Starts off easily enough to allow you to get into the feel of the game, but soon becomes a lot tougher.
- Requires a lot of thinking as well as quick reaction to get through some of the more devious puzzles.

- Seems rather simplistic at first, but soon becomes rather addictive.



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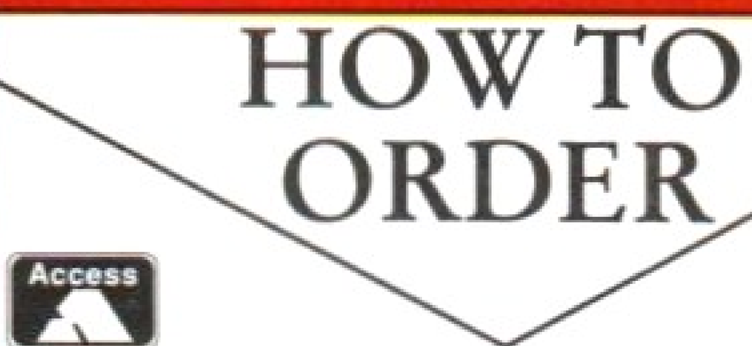
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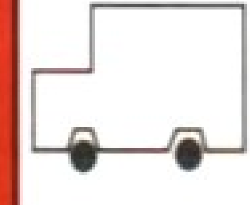
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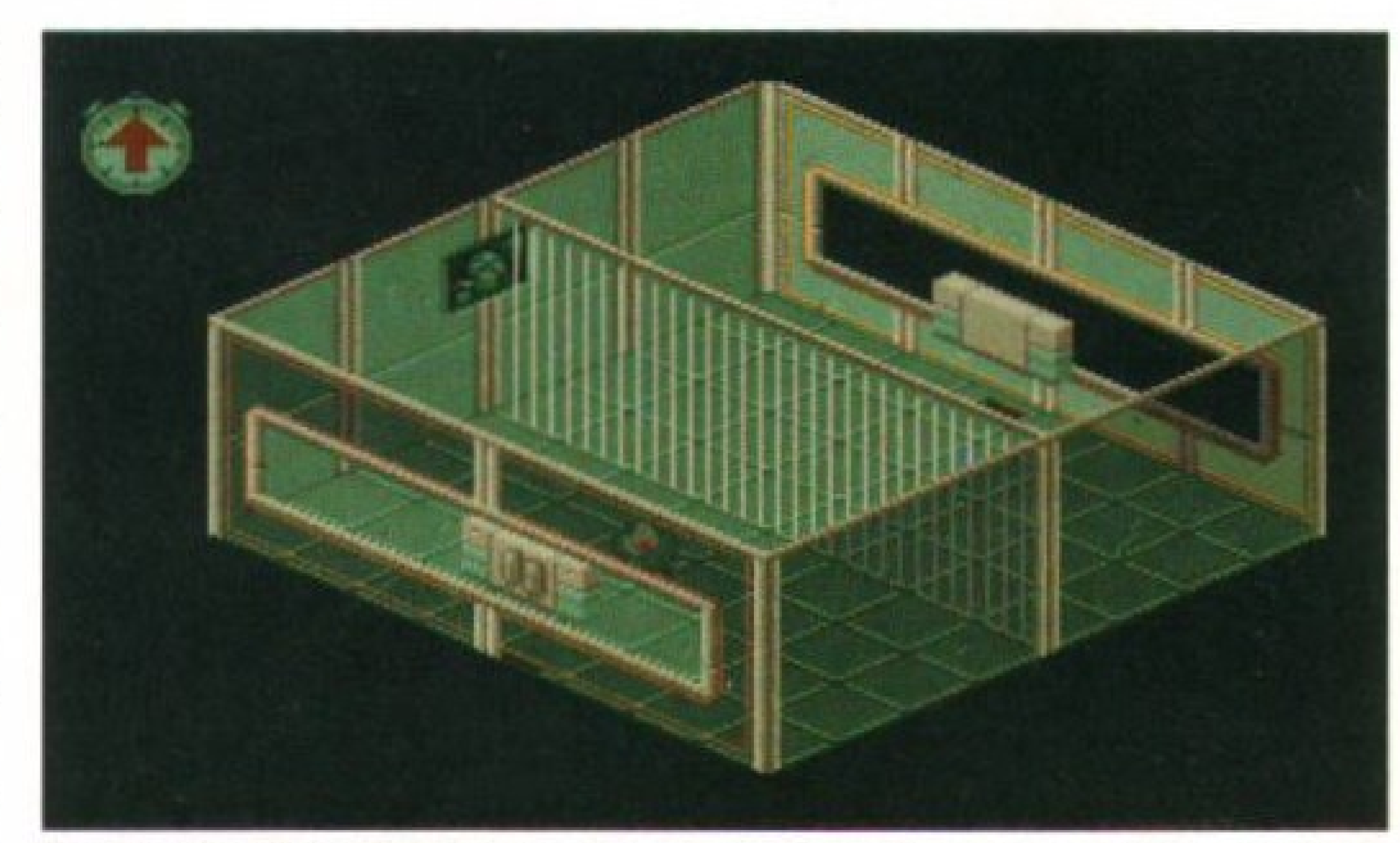
BOTICS

Krisalis £19.99 ■ Joystick

In the future, people aren't really going to want to see more and more extreme forms of sport. Violence will be distasteful; death unacceptable. In the future, people are going to want to watch robots playing Pong.

Pong, if you don't have memory circuits that stretch that far back, was a game involving two paddles and a bouncing ball. You batted the ball to your opponent; he batted it to you. First one to let out a jaw-cracking yawn loses.

But in the year 2085, people yearn for the quiet life. They demand a return to the days of Pong. But Pong played by real people might be too exciting, so they invent robots which can do it. Steel robots, steel arena, steel balls.



The Arena. The letterboxes at each end are the goals, and the central divide is a force-field type thingy. Through that hole in the wall, a referee's face is peering. Each Botic is in the start-up position, and the ball is semi-hidden on court. But it's still a jumped-up Pong, really.

Reality of Cyberpunk

Also, time has added a third dimension to the game. Pong is played in a box-like oblong arena with letterbox-shaped apertures on each far wall. These are what the ball is aimed at. Thus you must not only judge left and right, but the up, down and bounce angles too. The paddles are cybernetic robots, as is the ball. All have little faces, no doubt to marry together the harsh virtual reality of cyberpunk and the sweet niceness of cutesy graphics.

You must amass five wins to go to the next round, facing even harder opponents. The arenas remain the same; it's just the more skilful computer opponent which makes the game harder.

You have the ability to electrify your robot. This sends the ball bouncing towards the enemy at a huge rate of knots.

If the ball ever comes to a halt on the surface of the arena, a steel plate slams it towards one of the participants. Thus the game continues until someone has lost the required number of games.

The rewards for playing well appear simply to be the chance to play in another, different coloured arena. What is wrong with *Botics* is there is just absolutely nothing addictive about it.

Combination of cuteness and futuristic metal doesn't work. There are many frills and baubles which give the unfortunate impression of filling space, and fleshing out what is otherwise a fairly simple reworking of the oldest computer game of all. ***James Leach***



In common with many cyberviews of the next couple of hundred years, Futureworld 2085 has banks of densely packed TV screens. Whether people are going to rapidly evolve the ability to watch a dozen channels at one time is never addressed. The idea, presumably, is information will come streaming towards us at many times the rate it does now, because there is so much more of it to absorb.

In *Botics*, the screens display adverts, news and plugs for the game itself. But the high-technology, information-laden media is rather a waste of time, this is simply because none of the video screens are really worth watching. So robots do the announcing, and nobody ever pays any attention to the viewing figures. In reality, the general populace of the future is watching the Show Jumping on BBC2...

VERDICT

- Sound is all right.
- Graphics are fine.
- Playability suffers after one game.
- There just isn't enough variety.
- This game format died when chips replaced valves (almost).



PLAYERS



The Botics characters are, to a man, completely irrelevant. Meet Brett. He is, however, a worthy opponent (ie you can beat him easily).



Hank's secret weapon is his frighteningly unrealistic sideburns. They are detachable and offer little protection should a steel ball slam into them.



A latter-day Jimmy Saville, Mitch has chosen to model himself on 19th Century political figures. He regularly adopts the nasal monotone of Disraeli.



Another worthy opponent. Mark is 26, speaks German and wants to travel. He drives a 1979 Capri and claims never to have heard of the word "mellifluous".



Hank is possibly the hardest of the players. His aggression stems solely from being christened Susan by his cynical virtual-reality cyber-parents.



WRATH OF

Readysoft £29.99 ■ Joystick

You wouldn't like me when I'm angry, said the demon and promptly set about laying waste to the land to prove it. It is the king's land you must save and the demon is the person who you must defeat in the standard issue-crisis scenario.

The long-winded mission begins with a gallop across the countryside as your ill-equipped adventurer rides his white steed as fast as he can. For such a small-time hero (to begin with, at any rate), he's quite a large sprite and rides a comparatively large horse.

Both traverse a background of eleven levels of parallax, in a very smooth execution of the technique. As he rides towards almost certain death, he's assaulted by gargoyles who drop on him from above, and he must persuade his mount to jump obstacles and has to grab up from the ground any useful items he passes by.

Hobnoblin' The Goblin

After the prolonged hand and eye coordination this level demands, you scroll onto level two, in which two goblins attack you by your campfire. The first comes for you with a sword and a grin that has the words "Kick me" written all over it. The second remains on the right of the screen, hurling daggers and swords that you have to duck down or leap over during your combat with "Kick Me".

It's a difficult bash. Neither gobbo presents much of a target and when you take a hit, you're either knocked backwards or even off your feet altogether.

You begin level three by entering the hole inhabited by a large blue lounge lizard with terminally obstructive tendencies. However, he's not much of an opponent in spite of his intimidating bulk. The hit that sees him off reduces him to the insignificant stature of a flea-sized sprite who immediately makes a sharp exit stage left.

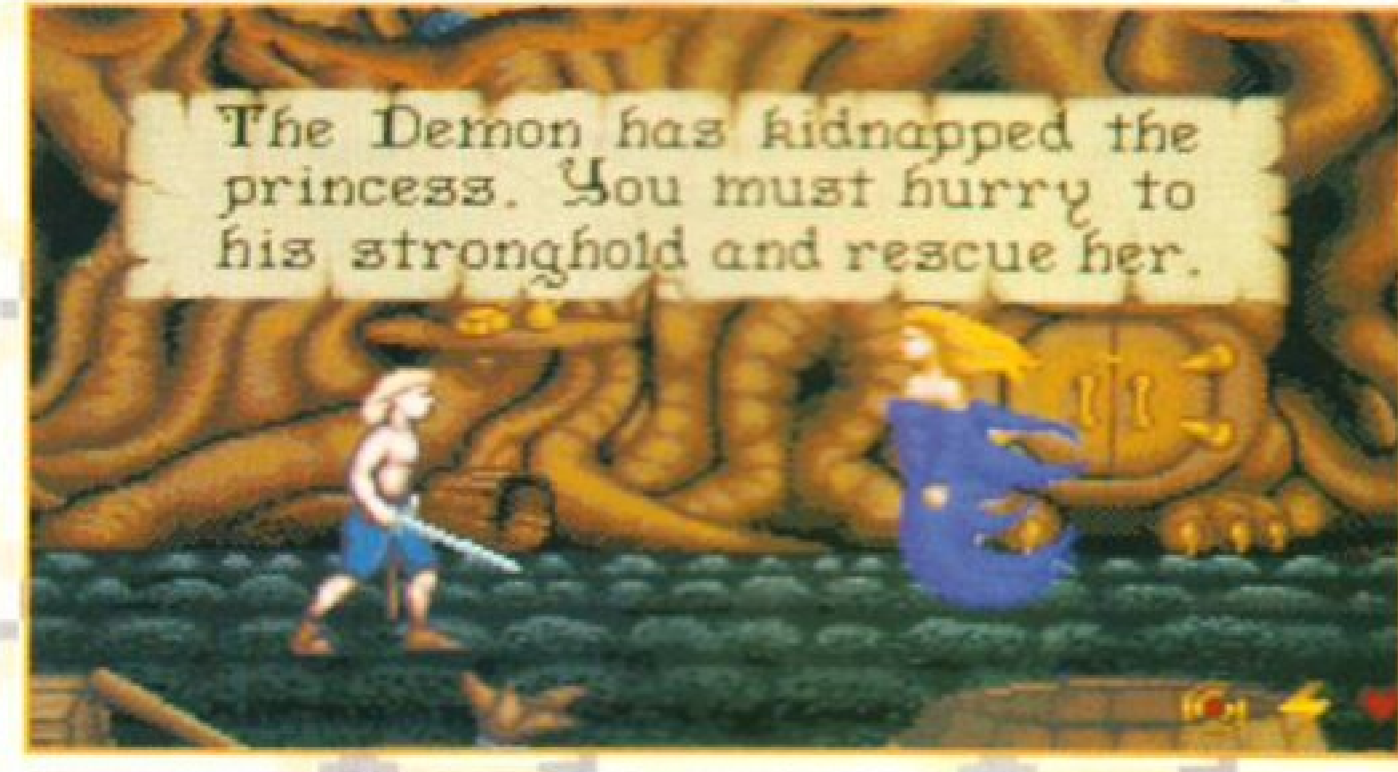
It's a shame he leaves because he then misses out on the arrival of a blond 'n' blue floating bimbo on business from the boss. Unfortunately, all she does is deliver bad news (to wit: one recently captured princess must also be rescued) and shoots off before you can say, "My name's Horn The Enormous, what time do you knock off?"

These first three levels, though they're fun to play a few times, don't have much in the way of staying power and amount to nothing more than false starts. But big time hack-'n'-slay comes your way from here on in, though, so the sooner you can finish the first three levels and save your game the better (you can load and save during the between level screens). Unlike the single screens of previous levels, true parallax scrolling adventure starts here. And ends, most likely, because it's vicious. You can travel in either direction, just to make things difficult, and there are hordes of monsters so horrible they would make an appearance by Jeremy Beadle look good.

If the 600th location carries as half as much conviction as the first does, then any amount of effort you put into getting there will have been well worth it. ***Sean Masterson***



Why you wander into this blue meanie's pad is never adequately explained, though the lack of transport is. Apparently, the gobbos from level two(who you deftly dispatched only moments ago) scared off your horse. Anyway, just to prove that size isn't important, concentrate on belly and head hits (running away between each one) and ol' pot belly here will soon come a cropper. (Fortunately, he must have just finished gargling some Listerine because he can't breathe fire.)



Any courier service that uses dematerializing damsels to deliver news updates gets my vote. But despite the apparent plot twist, it was destined to happen and you just have to live with it. Not *another* princess who needs to be rescued? Don't they ever learn?

DRINK AND BE MERRY



The skull surrounded by circles (screen top-left) is your life-force indicator. Successive hits turn red circles into gold, clockwise. When the last disk changes your hero eats dirt so it's a good idea to purloin the potions which pop up. Zap gives the bad guys what's good for them, a sip of Shield gives you a taste of immortality and Heal makes you feel better. However, there is no way of distinguishing between the three (except that early on, you only get healing potions) and some of the phials and bottles are booby-trapped with toxic waste (avoid large red vases and anything that looks like an Aladdin's lamp). Indicators in the bottom right of the screen tells you how many of what you have got, but no more than three potions of a given kind can be carried at once. Potions can be carried between levels and wounds are also healed between each stage.

THE DEMON



No rest for the wicked. Just when you're bedding down for a good night's shut-eye, these two gatecrash the campsite and decide to use you as a dartboard. Just clobber the first one and his pesky pal will make an obligingly sharp exit. Dodging the hurled blades as well as engaging in combat isn't an easy combination of tasks. This screen is significantly tougher than it looks. Strangely, though, levels in *Wrath of the Demon* don't get progressively more difficult. This level is followed by an easier one, for instance.

IN THE BEGINNING

Wrath's gobsmacking intro is highlighted clockwise from bottom left. Opening shots like the bell tower and village are animated with complex pans. Some good perspective work follows (the chap running into the screen, for example) and it comes to an end with subtle effects as the howling wind catches the parchment.



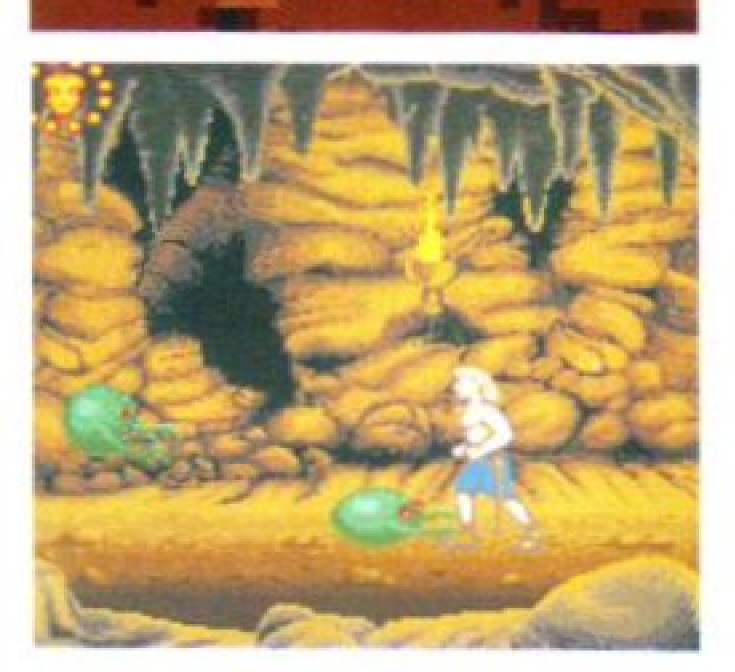
On the long scrolling road to the Demon's lair, the appearance of monsters like this hunched skeleton become predictable – but not necessarily easier to defeat.



Level one is a hand-eye coordination test but what an example of one! The animation is designed to induce instantaneous frothing from the mouths of all who see it. Keep those tissues handy.

SHADOW OF THE OTHER GAME

Wrath of the Demon spans five disks and boasts 600 locations. Only one disk is required at a time, lower levels loading one at a time, later ones demanding the odd game-freezing access. Disk one contains a Psygnosis-style intro sequence but nothing else. This delivers in terms of high-quality animation but it's already been outclassed by *The Killing Game Show*. The similarity between Readysoft's latest and the efforts of the Liverpudlian lads doesn't end there. The soundtrack, courtesy of David Whittaker, is a subconscious reprise of the one he wrote for *Shadow of the Beast*. But more disappointingly, the gameplay is remarkably similar too, and is flawed in the same respect. Most of the hazards and obstacles are entirely predictable after one play, which means there's never any reason to go back to a level you've completed and play it again. The only reason for struggling on is to get another eyeful of gorgeous graphics. Fortunately, in this case, that reason is good enough.



Our hero's final moments are captured as he hurls himself in the path of level four's snot balloons. The monsters are superb.

VERDICT

- Stunning but ostentatious intro.
- Moody soundtrack you've heard before somewhere.
- Breathtaking graphics, animated or otherwise.
- An essential save-game facility.
- Restricted gameplay.



After receiving the elusive *Format Gold* award in Issue 14, *Damocles* has captured the imagination of many a budding space adventurer. The four possible solutions included on the main disk are extremely taxing and will take some playing before they're completed, but what happens when you've finished them all? Well here's the answer.

A Longer Thread

Dedicated *Damocles* adventurers can now add a little extra spice to the game with an additional mission disk. All the missions are based on the same general scenario, but with a few added problems for you to solve.

The first of this new batch poses a particularly difficult poser. Professor Hantzen, the inventor of the powerful Novabomb, has heard that you are going to attempt to save Eris from the comet. Now for some reason he has taken rather a dislike to you and would rather see Eris destroyed than let you get your grubby mitts on the reward. To thwart your plans, he has stolen the Eagle ship and placed the Novabomb on top of the Spaceport's tower...with an explosive strapped to it! You have only ten minutes to find enough money to buy a new ship and fly to the tower and defuse the explosive – a tricky task even for the most experienced mercenaries.



The source of the problem on the first of the extra missions. Professor Hantzen has stolen your spaceship and strapped the Novabomb to some explosives on top of a tower. The timer is set to ten minutes, so you're going to have to work fast to undo the damage and then go on to save the planet from destruction.

DAMOCLES MISSION DISK 1

Novagen £9.99 ■ Requires Damocles Game Disk



No one seems to be sitting on this attractive settee, so it might be a good idea to pilfer it to raise funds for your mission.

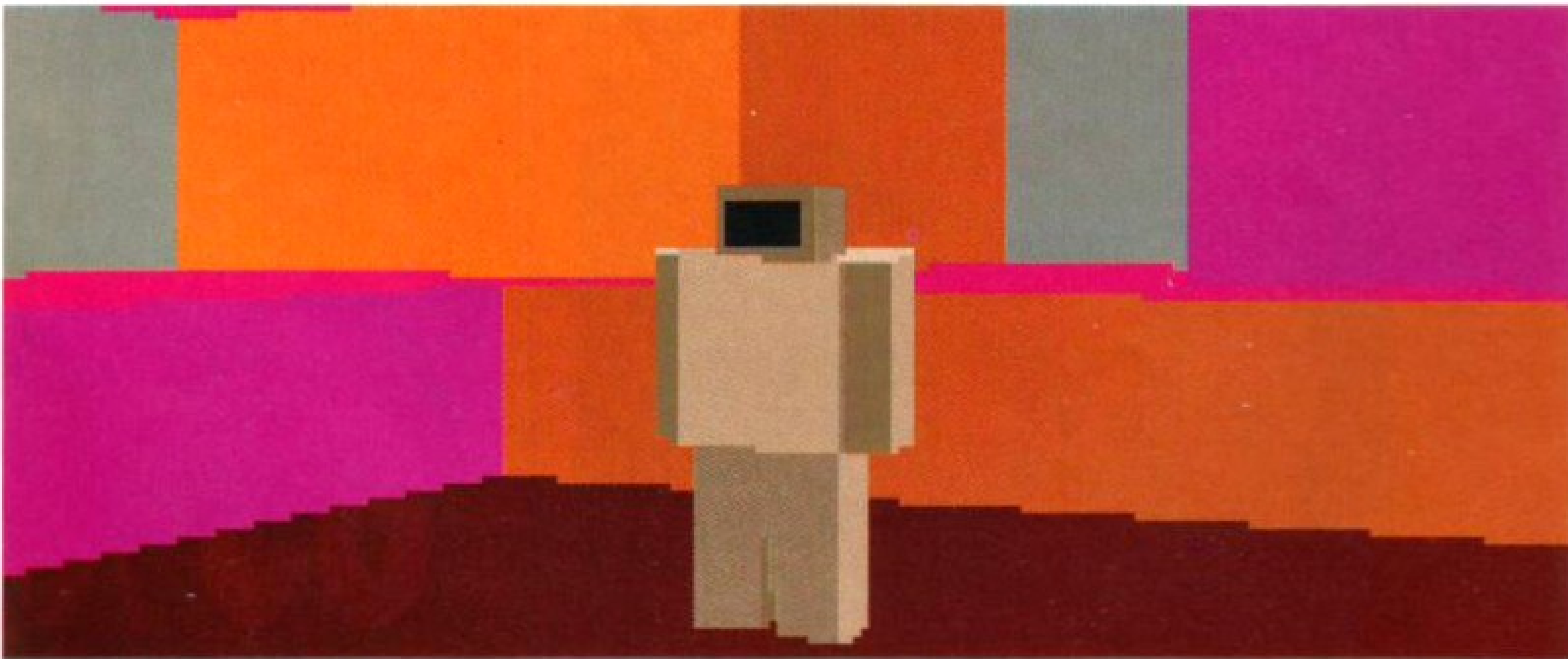


Since the Prof has stolen the Eagle 9SE, you'll need to use this baby as an alternative – The Bestcupand. It's the only ship which is easily available, so you need to acquire it and rush on to save the day. But look at the asking price! Can you possibly raise the dosh in time?

Nefarious Deeds

This devious twist is just the kind of thing that makes the extra missions worthwhile. The original game took a great deal of thought and skill to beat, but the five extra scenarios included on the mission disk make it seem like a piece of...er...cake (yes, that's it. Cake). Those of you who have only managed to get to grips with the game after a lot of hard work and don't fancy putting their brains through more torture don't need to worry though. The disk contains full mission briefings and even solutions for those of you who are particularly squeamish!

If you've played *Damocles* to death and want more of the same sort of challenge, then it's well worth you shelling out another tenner for this collection of little sub-plots. They do add a surprising new element to an already enthralling game. ***Maff Evans***



The power station is where you'll find this heat resistant suit. Do you think that anyone will miss it? Let's ask... "Hello! Is anybody using this suit?" No answer. It must be free then! Well, you might as well make off with it when nobody's looking then!

VERDICT

- **Carries on in the same devious tradition as the original game.**
- **Tests even the most adept *Damocles* players.**
- **Includes full briefings and solutions for the faint-hearted.**
- **Provides a wicked new challenge for those who are becoming tired of the same old scenarios.**
- **What, only a tenner? Cor! Strewth!**

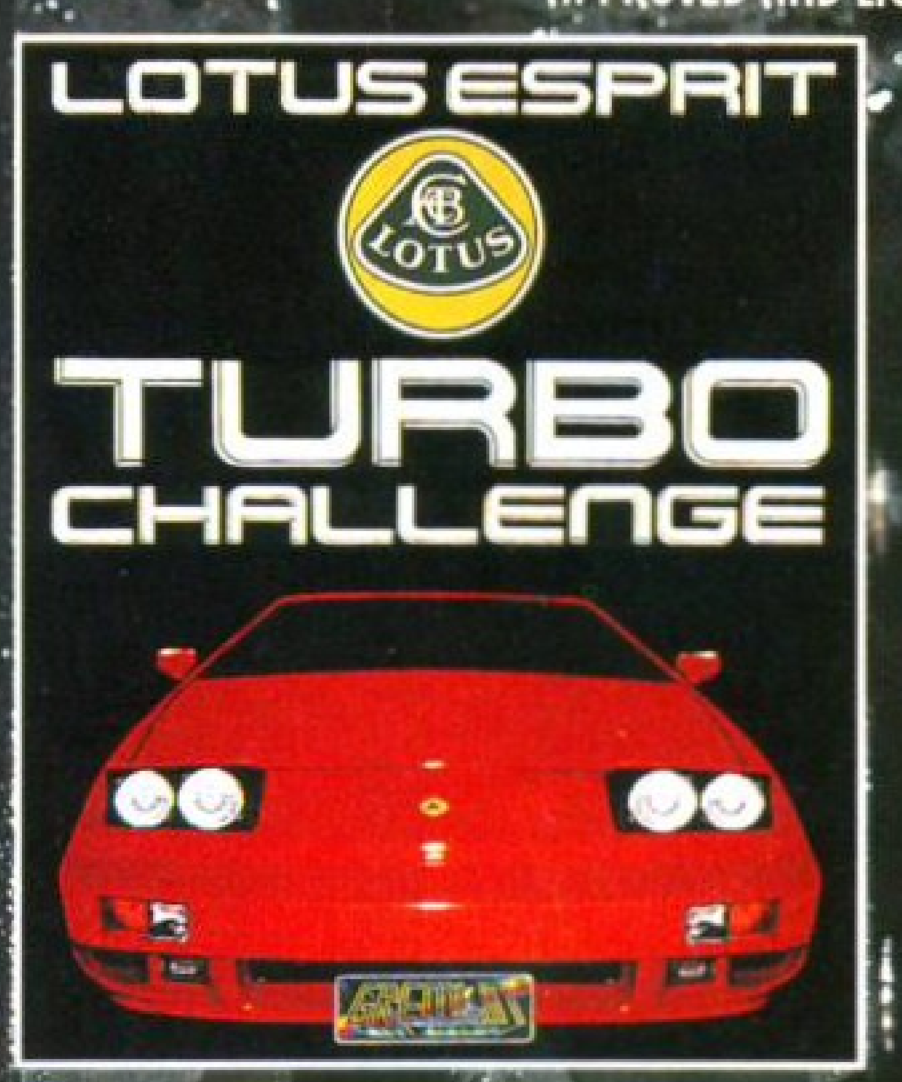


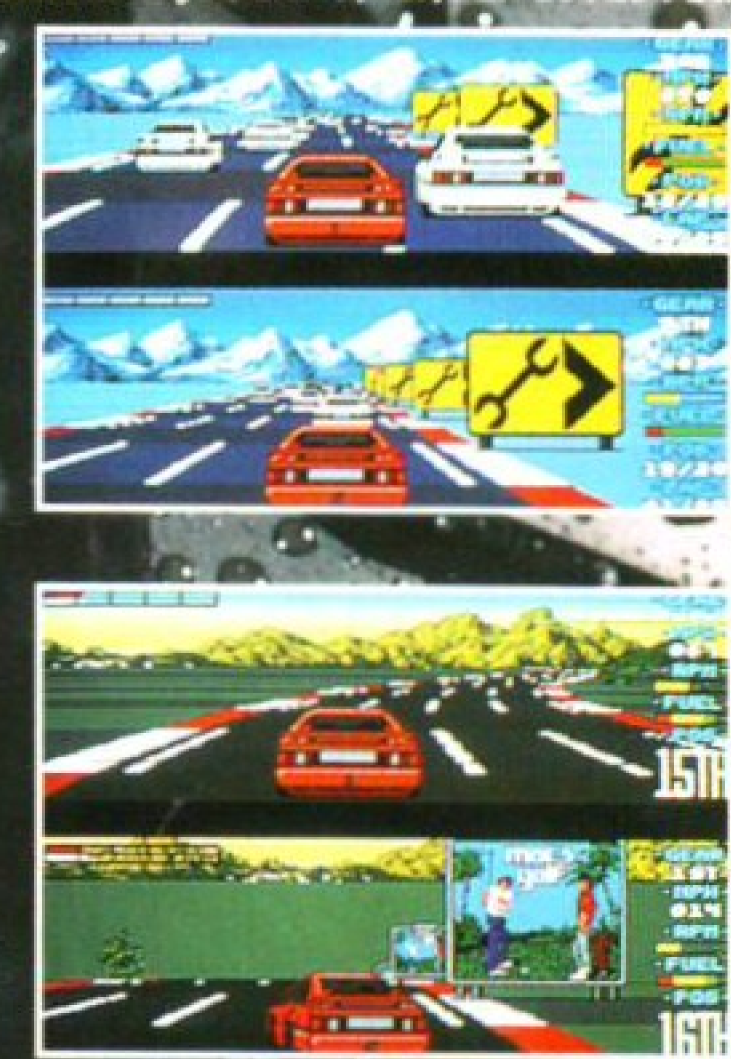
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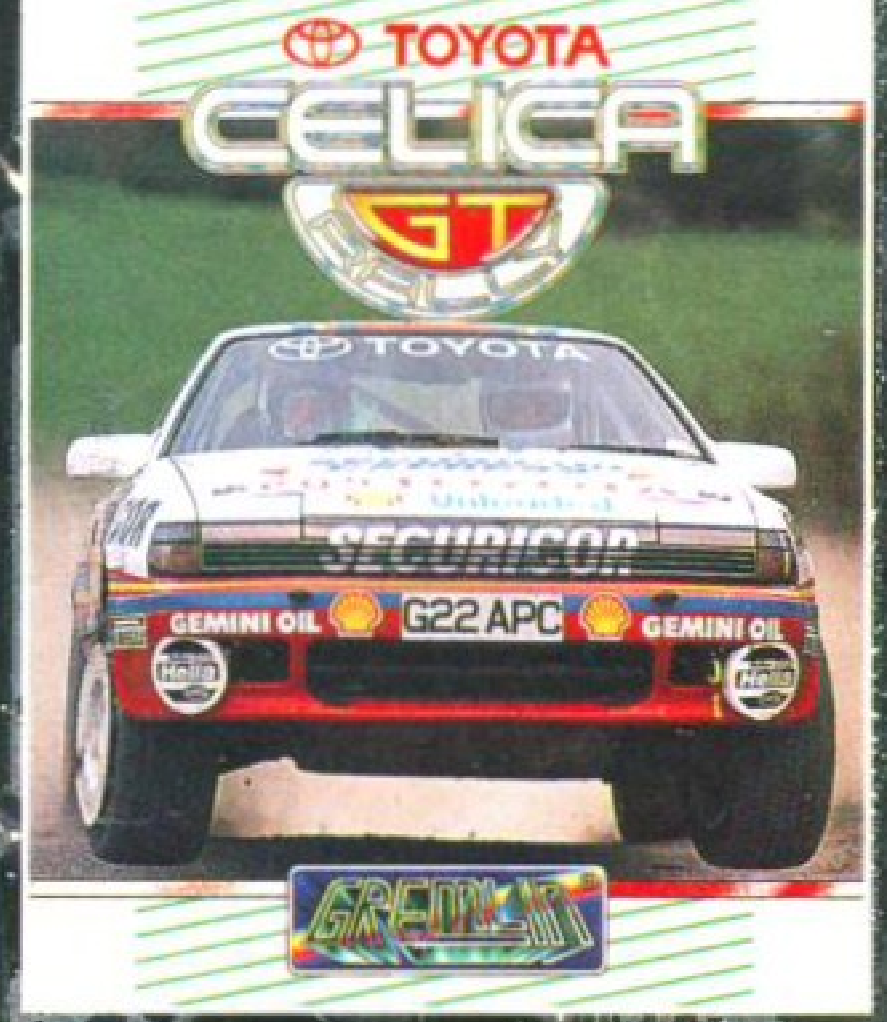


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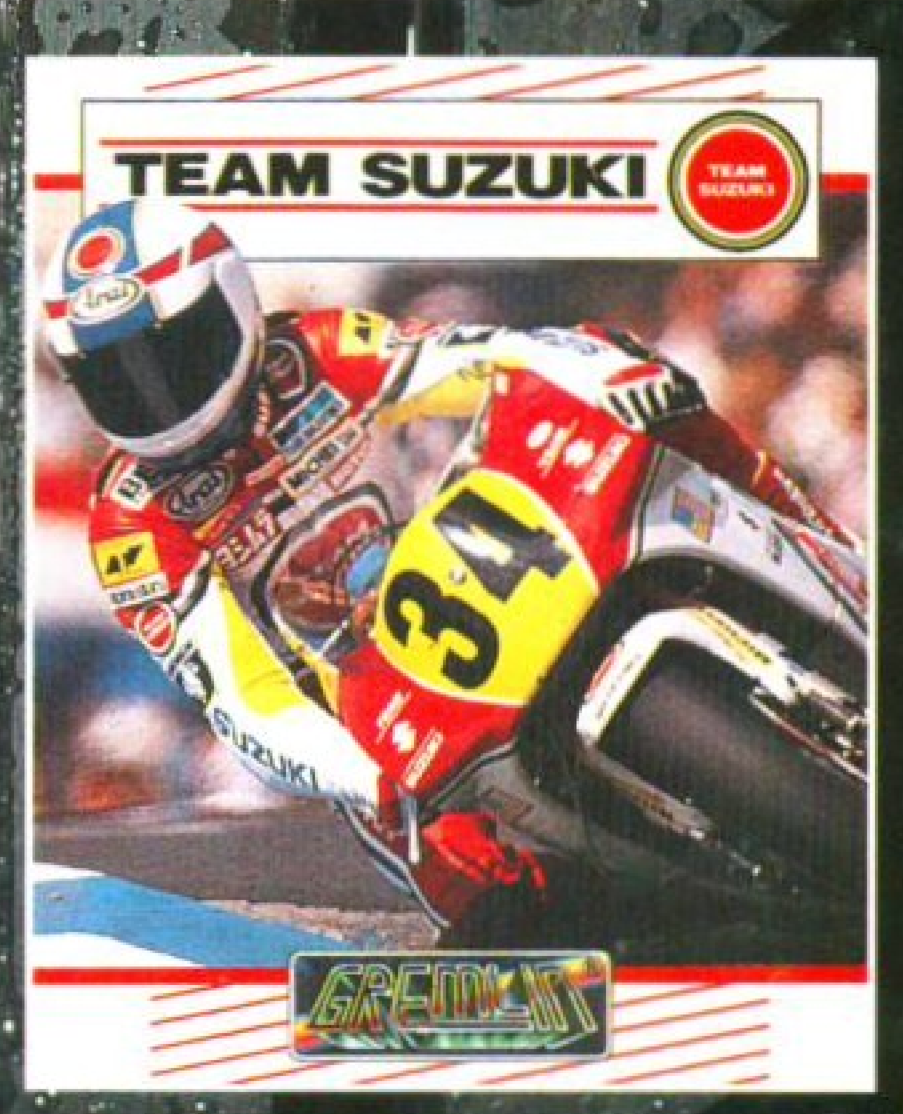


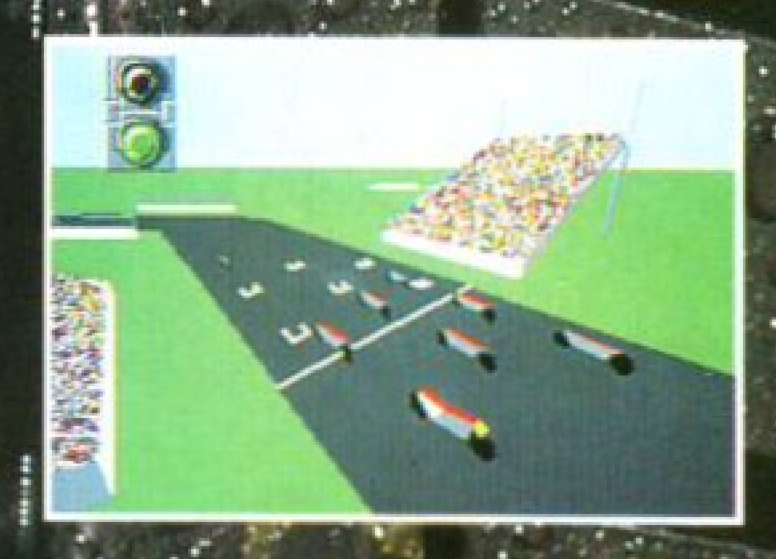




"TOYOTA really is an excellent game... very playable" ST ACTION.







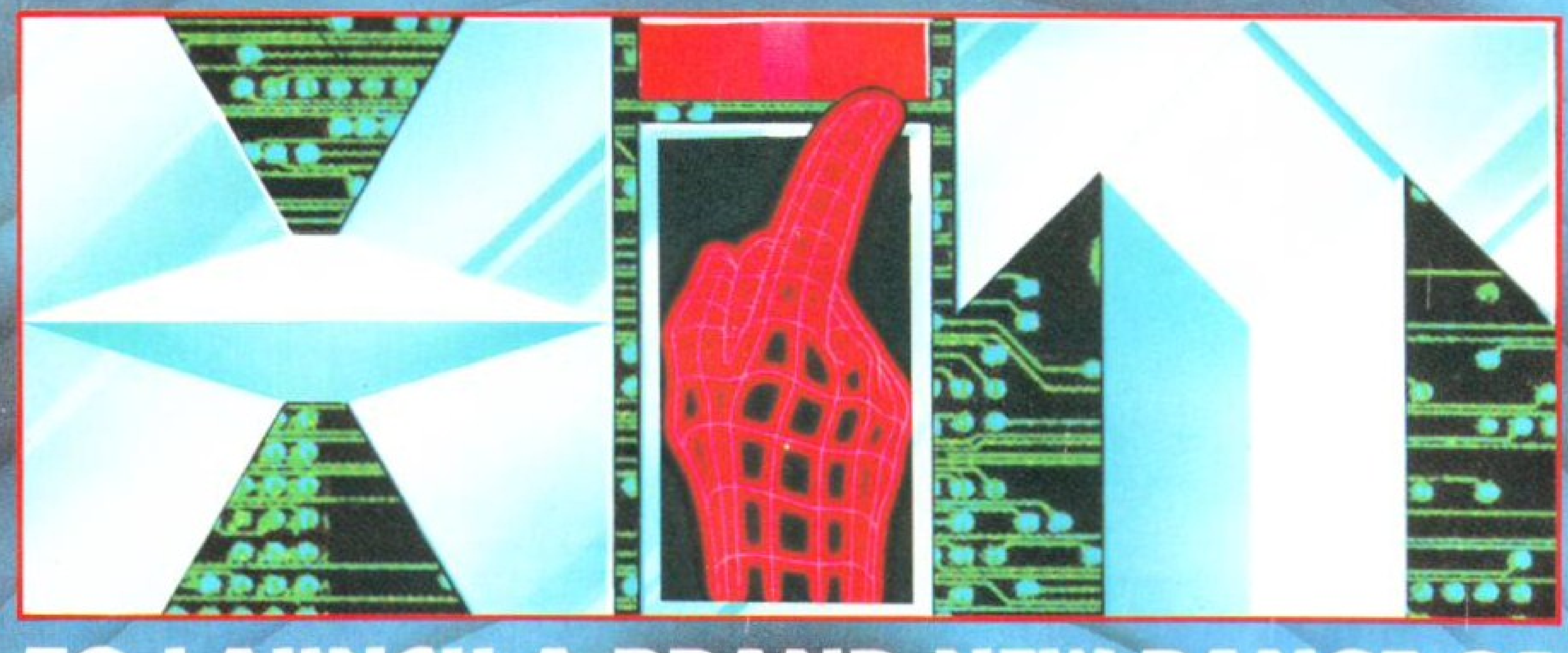


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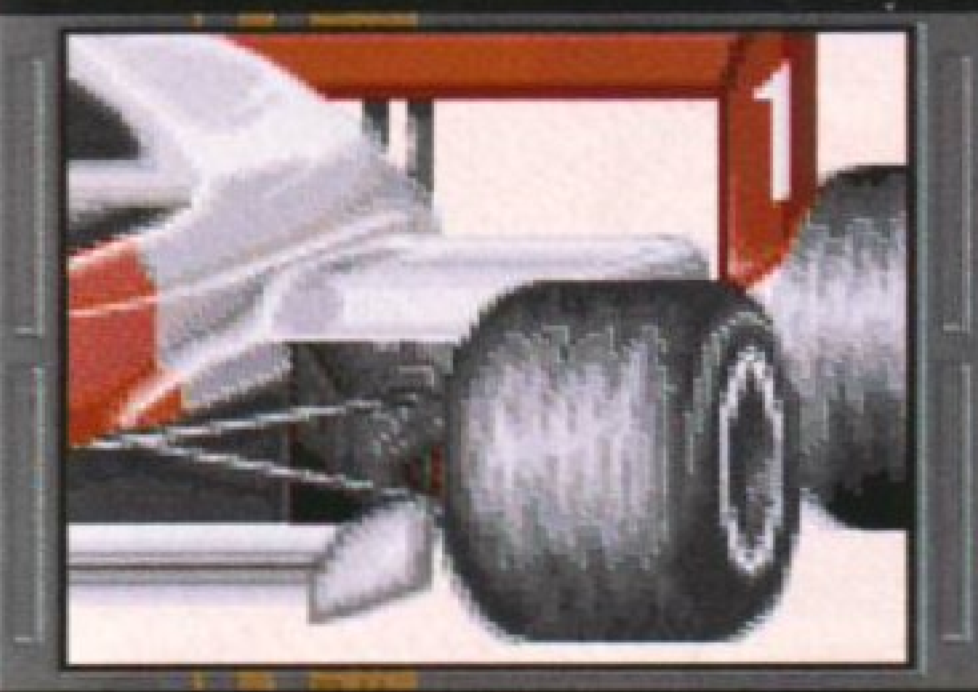
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'ULLO JOHN, GOT A NEW MOTOR?

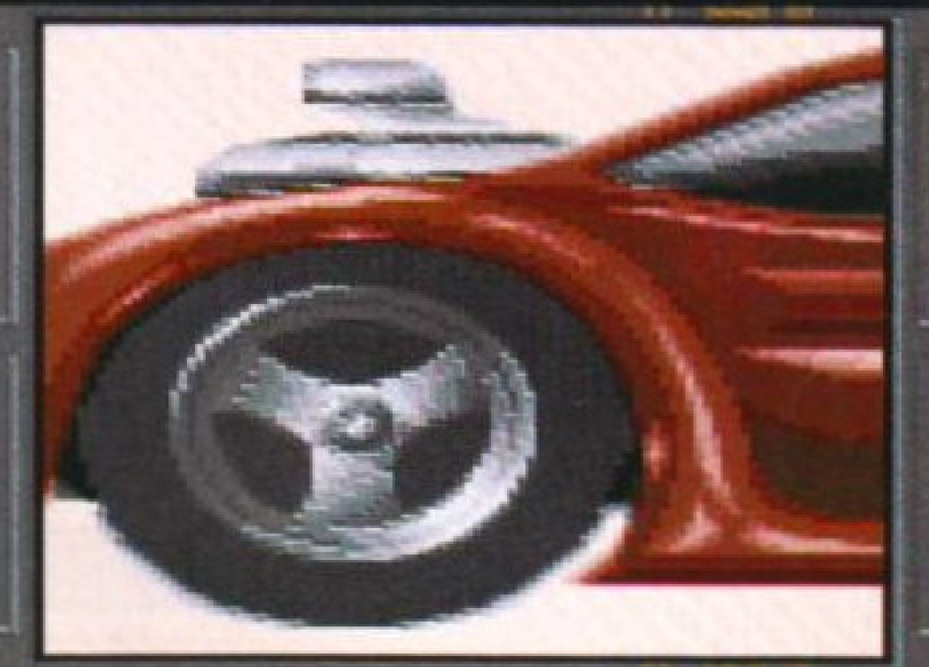
The terrains require the use of three different vehicles, each of which have advantages for particular tracks:



FORMULA ONE – has high fuel consumption, but races extremely well on road surfaces.



SPORTS CAR – has the advantage of low fuel consumption and the ability to adapt fairly well to street and off-road circuits.



TURBO BUGGY – not as fuel efficient as the Sports Car, but races brilliantly over cross-country.

NITRO

Psygnosis £24.99 ■ Joystick

A no-holds-barred race to the death, where all rammed spectators mean is extra points.

Where have we heard that before? Well anyone who remembers the classic racer film *Death Race 2000* will recognise it as the basic plot of the movie. However, that's where the connection between the film and Psygnosis' game ends. *Nitro* is an overhead-view, three-player driving game in a similar mould as *Super Sprint* and Sega's *Hot Rod*.

Let 'er Rip!

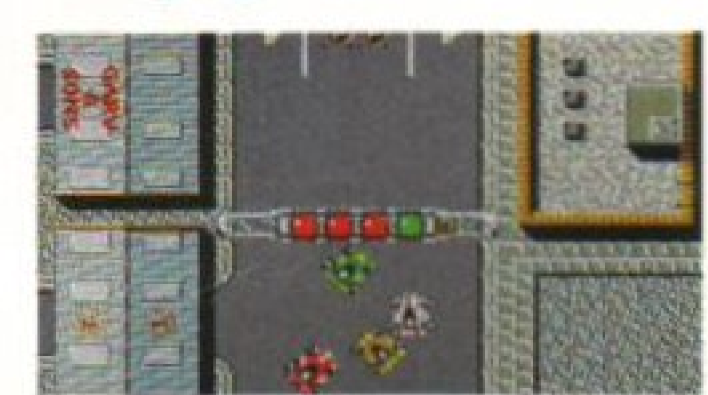
The championship contest is set over 30 races, starting in the city streets, then moving on to forest, desert and finally post-holocaust disaster scenes.

The game features some rather nice, colourful little sprites scooting over some well drawn, smoothly scrolling pieces of scenery. The track is littered with all manner of obstacles, from traffic cones and manhole covers to oil slicks and piles of rubble. You have to choose the appropriate vehicle for the terrain and then zoom out and let 'er rip.

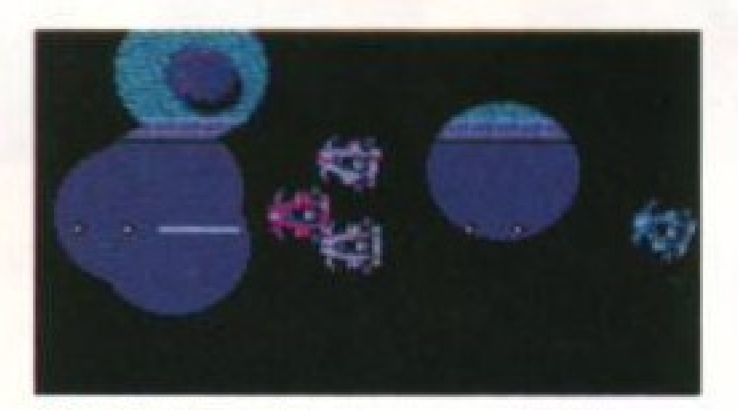
The plan is to smash your way through the pack and get across the line first. Those are all the rules, so smashing, barging and using short cuts are all acceptable!

Even though the idea of Nitro is simple, the game is good fun. The usual classy intro you'd expect from Psygnosis is still there, but it seems that with *Nitro* they have put the emphasis more heavily on the gameplay.

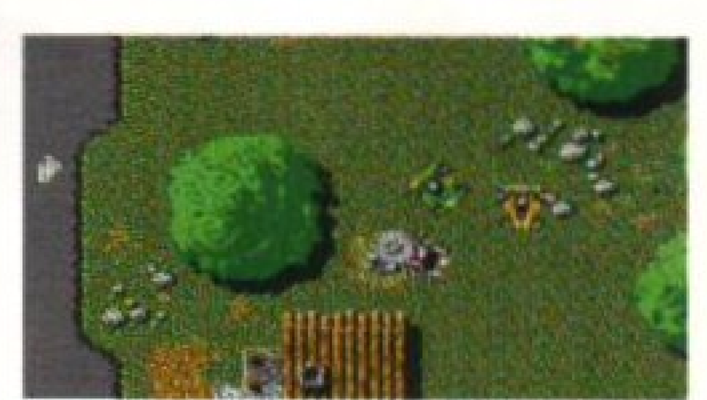
Playing against the computer drivers is tough enough, but the game really comes into its own when you race against human opponents – then you'll learn just what kind of people your friends really are! ***Maff Evans***



Commotion on the starting grid as all four cars try and make a flying start on the city section. Looks like green has the edge.



Watch the other cars and follow the cat's-eyes or you could find yourself stuck in a dead-end street in the dark (sob).



The grey car seems to be having a spot of trouble on the cross-country section. Who didn't pick the right car, then?



Passing some ancient architecture in the desert...just around the corner from the air-force base! Still, there's no time to take in the dusty scenery, the other cars are catching up fast - so move it!

IN THE SHOP



GAS: tops up that flagging fuel supply.

BETTER ENGINE: allows you to reach a higher top speed.

NITRO BOOST: gives an extra burst of speed.

TURBO: gives quicker acceleration.

REPAIR: Fixes your damaged car.

TRACTION: better grip on corners.

CHANGE CAR: allows you to select the optimum vehicle for the circuit.

VERDICT

- Graphics are colourful and well drawn and help portray the racy action.
- Enjoyable and competitive gameplay, especially with three human players.
- An addictive and playable translation of a tried and tested theme.
- The best race game of its type – even better than official coin-op conversions.



The long arm of the law is part of a steel framed exo-suit. The bobby on the beat is encased in an armoured shell, with a rapid-firing machine-gun bolted on. The softly-softly approach is a thing of the past; you shoot first and don't bother with the asking questions bit.

Eswat is set firmly in the future, though how near in the future is anyone's guess. The transition from cop to the Eswat squad is not easy though. You have to fight your way through the ranks, adding stripes to your arm as you go. Only the cream of the crop are picked for these special duties.

Three notorious bad guys need to be given a stretch in the slammer – and you, ambitious to move through the ranks as quickly as possible, are determined to put them there. If you manage to bag these bad guys (taking out half the city's less desirable citizens on the way) then you're transformed into the tin-foil terror.



Two players can become partners and participate in some real delinquent destroying. Before making it to the rank of Eswat you have to prove yourself. This means going out on the streets, and cleaning them up. You have to be dedicated in this line of work.

ESWAT

US GOLD £24.99 ■ Joystick

Eswatting Up

The game does seem rather easy. Maybe it's all the power-ups you're given, but even on your first ever go the levels seem to fly by and, consequently, making it to Eswat stage is not really a problem. When you do reach those dizzy heights, the game changes little. You still have the same moves, and are still just as vulnerable to attack – even in your shiny metal suit. It's just the graphics that have changed, not the gameplay.

Both the before and after sections have cases of extra ammunition scattered around. These come in very handy, as bullets are scarce, especially in Eswat mode – your rapid-firing machine-gun really spews lead. They're often placed on ledges though. To get onto the ledges you need to perform a jump-and-grab manoeuvre. This feat is particularly difficult as it involves pushing either left or right with up and fire simultaneously. If you mistime one of the moves by even a split second, and you will end up doing something else instead.

Not Much Cop

Sprites are large, but not brilliantly animated. The two cops show up well against the backgrounds, and there's no danger of confusing which one's which – player one is blue, two is red.

Not an awful lot happens during the game. Lots of people get shot, the big baddie is confronted, and then the whole scenario is repeated. *Eswat* is a fine arcade conversion. The question that needs to be asked is: was the arcade machine much cop in the first place? ***Adam Waring***



At the end of the early (pre-Eswat status) levels you have to face a real mean mother, and put him behind bars. These guys need to be shot several times before they eventually keel over. They're armed with extra special weapons too, such as flame-breath, a boomerang, and an anchor.



Once you've earned those precious Eswat stripes you'd think that things would be hunky-dory, what with that nice thick coating of armour to protect you. How wrong! Your machine-gun just seems to waste bullets, and you find yourself out of ammo and defenceless.

VERDICT

- Sprites are large, but a bit jerky.
- The levels are a bit too easy to get through.
- The promotion to Eswat status changes little gameplay wise.
- The occasional digitised speech sample livens up an otherwise dull sounding game.
- There's very little variety – all levels are the same.

59%

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It's 'Toon time. Arnie the friendly buggy from cartoonland has to bring back the laughs to cartoons. This means he has to defeat the evil Grim and rescue all of his cartoon friends. This haunted level is the second set of platform worlds, and is based on a Gothic theme. His task is to clear all the green moss from the platforms, while steering clear of the witches, ghouls and ghosts. He has to also beat the clock.

CAR-VUP

Core Design ■ £24.99 Joystick

Cartoons are wonderful things – they make us laugh and keep a lot of people happy. So what happens when someone makes them bad and unhappy? Cartoon heroes like Arnie the car have to go and make them good again, that's what.

This cute little platform game is based well in the cartoon mould, with some colourful sprites and backgrounds to portray the action. You take control of the cutely drawn little hero in his quest to save Cartoon World and defeat the evil Captain Grim. In order to turn the land into an evil place, Grim has sabotaged various pieces of cartoon scenery, from the building sites to the land of toys. You must visit all the locations driving over all the platforms to turn the place back to normal.

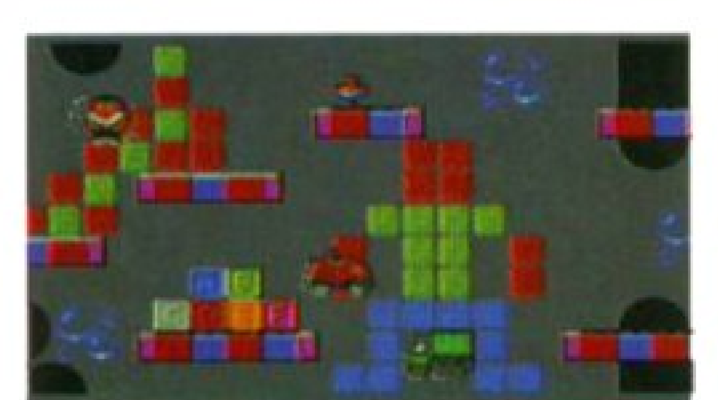
Stunt Car Jumper

Arnie's good intentions hit a snag however, because his brakes don't work, which means that once he starts moving, he can't stop! He can jump though, enabling him to pass from platform to platform, happily returning them to their natural state.

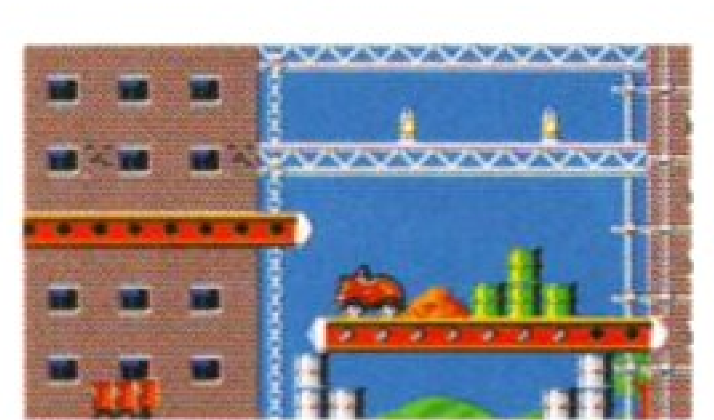
If Arnie restores all the platforms in a sector, then he can break through and rescue one of his cartoon friends – accompanied by a rather crap gag!

This would be easy to achieve, except that Grim is still watching the little hero, and throws in the odd baddy to try and stomp on him. Also, if Arnie takes to long over a particular location, then the Turbo Demon will appear and chase him to his death. Unfortunately, the friendly helicopter can't go and pick him up until he's completed his task in the area. Oh dear!

Things are made easier by the occasional bonus item that Arnie can pick up to help him on his way. These include weapons that can be used by the hands that drive Arnie around, ranging from front-firing guns and smart bombs to magical tokens which can freeze all the enemies on the level for a while. Sometimes letters will float down the screen which, when they are all collected, give Arnie an extra life or score bonus.



Arnie, the cartoon car, visits Toy land. It may look a fun world but it can get pretty scary when the clock starts its count down.

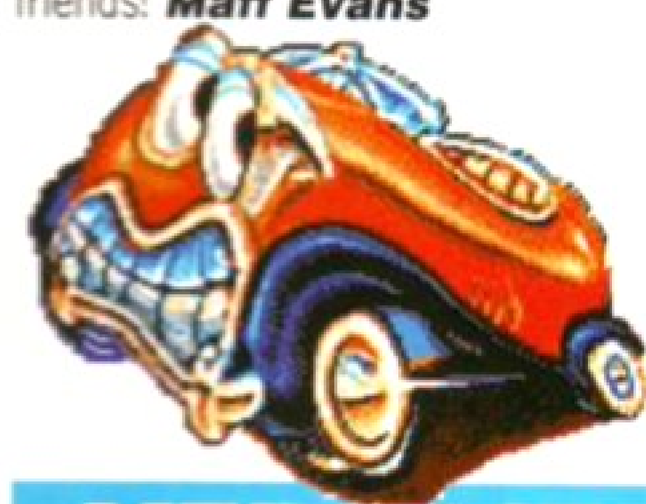


Level one and it's open road all the way. Here Arnie must replace all the rivets in all the girders to finish the level.

To The Boing-Mobile!

Although it sounds simple, *Car-Vup's* gameplay is rather good fun. Despite its simplicity, the game is quite tough and it'll be quite a while before Arnie can beat all the levels to finally confront the evil Captain Grim. It's great fun ploughing through the levels though, since each sector is portrayed by incredibly individual graphics, ranging from the lovely pastoral garden scenes to the colourful Rubik's Cube and Stickle-Brick backgrounds of Toy Land.

Cartoons are great, and *Car-Vup* captures the feel of them superbly. Forget the paint and celluloid for five minutes and get into 'Toon fun with Arnie and his cute friends! ***Maff Evans***



VERDICT

- Simple but addictive gameplay is great fun to get into.
- Cute and colourful graphics capture the feel of cartoons perfectly.
- Easy to get into, but quite difficult to beat.
- Meep! Meep! Brrrrm! What a laugh!



TOON TOOLS



EJECTOR SEAT – kills nasties above Arnie.



SPARE TYRES – destroys nasties behind Arnie.



OIL-CAN – squirts a slick out behind Arnie causing baddies to skid.



GUN – fires a shot forwards killing Arnie's enemies.



BIG FENDA – Allows Arnie to bump into baddies without dying.



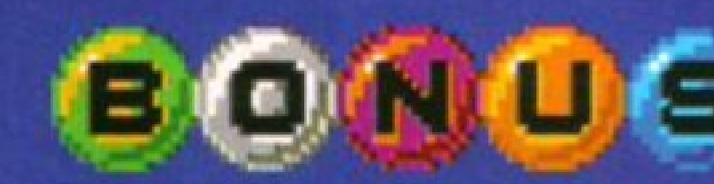
MORTAR – Fires a shell in an arc killing whatever it hits.



DEPTH CHARGE – Destroys enemies on the platform below.



BACKFIRE – Fire smoke screen be Arnie and confus any enemies foll him.



BONUS LETTERS – Give Arnie a massive bonus.



EXTRA LETTERS – Give Arnie an extra life.



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HORROR ZOMBIES FROM THE CRYPT

MILLENNIUM £24.99 ■ Joystick

Spooks, spirits, zombies, ghosts, ghouls, demons, devils, mummies, zombies, vampire lords, zombies, hags and horrible thingies that live in the crypt are all about tonight! They are creeping, crawling and cavorting around the castle of Count Valdemar, over six spookily scarifying levels.

In an arcade adventure scare-em-up the Count (you) must collect magic skulls, so that the spooks can be buried with dignity along with the rest of their bodies. Special tiptoe boots, daggers (large or small sir?), keys, zombie disguise potions and jewels are available to help Vald' clear his ancestral home of things that go bump in the night, day and anytime inbetween. The game revolves around surviving a maze of horizontally-viewed rooms and passages, filled with nasties that leap out and bite the Count in the head.



Vald' works his way to the roof and the end of level two. He wants to raise a flag to alert the nearby village, but first he must kill the mad hag with a rock hurling fetish. This will involve some neat jumping, expert timing and a great deal of luck if he is to escape the horror.



Attack of the killer clowns! The Pennywise clone has his eye on killing Count Vald'. Using the tiptoe boots – hence the silly walk - he may be able to slip past the circus slayer without triggering any overt nastiness. This may not work, but as ever there's only one way to find out!

Day Of The Dead

The scene is set with a cinema intro sequence, the curtains draw back and the credits flick up on screen. A hand pushes up a grave; the dead are rising! This sets the scene for the shock-horror style of the game. Each enemy is a pastiche of a familiar B-Movie friend. Zombies slide forward with one leg broken and heads lolling on shattered necks. Frankenstein monsters stagger forward, their square shoulders swinging from side to side. Dracula-esque vampire's swoop down from the ceiling tuxedos and capes at the ready.

To back up the strong graphics, authentic corny sounds echo throughout the haunted house. Trap doors creak the way only trap doors can and screams shatter the silence. The effects are either amusing by their sickening aptness or just purposefully duff.

Zombie Flesh Eaters

The quality of the animation and sound is just as well, because, *Zombies* is tough. When it's not being tough it's dull. The platform nature of the game and its relatively slow pace means the whole impetus for play lies in the effects.

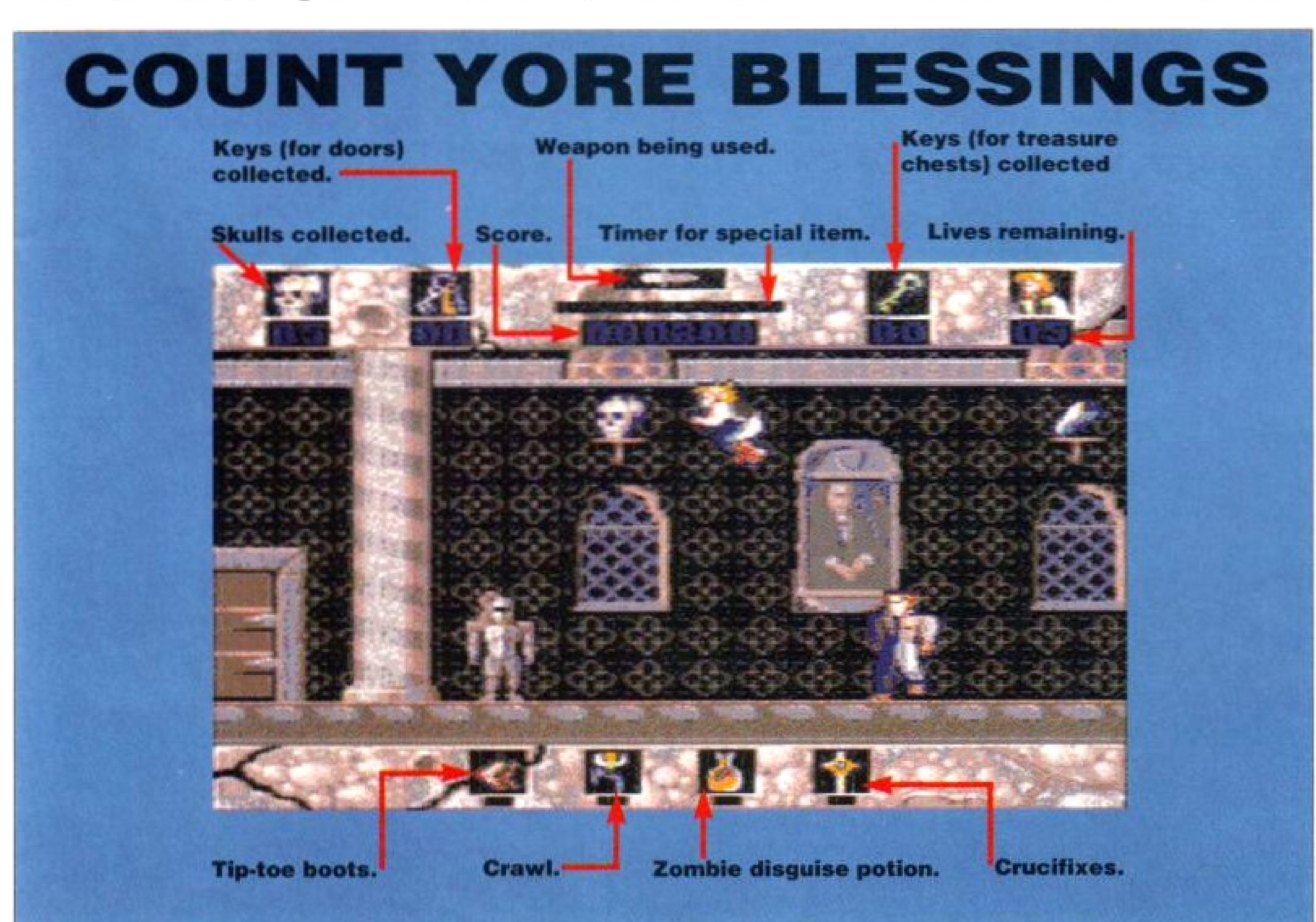
These are amusing, especially the death scenes which feature a gloriously graphic exploding head, but there are under 20 foes and once you've met them all there is little reason to continue. The puzzles too, tend to be repeats of ideas touched upon earlier in the game, just compounded for greater difficulty and so become irritating and not a fresh challenge.

To call *Zombies* a spoof game sounds insulting, but it should be viewed as a compliment. They have captured the B-movie feel, but this theme alone cannot support a game. It makes you laugh, for a while, it puzzles for a time, but in the long run it is not fascinating enough to merit long term play.

Zombies falls short of the standards of puzzle-play set by Millennium in their last release *James Pond,* although it has equal, if not greater, graphic humour.

Trenton Webb

COUNT YORE BLESSINGS



VERDICT

- Good idea, supported with strong graphics.
- Amusing and apt sound effects.
- Repetitive puzzles and monsters on the later levels.
- Fun idea that can't take the strain of supporting a standard platform romp.

71%

SHOCKING STUFF!





Flying along on Level Six and the STUN Runner encounters a strange hoop thingy! This is a 'Shockwave', a weapon more powerful than the sled's guns and it destroys everything even the indestructible drones. These are sometimes awarded for the collection of stars or more commonly by bagging them as you race. When fired the white wire ring goes all the way down the tube killing everything in its path. Shockwaves are launched by quickly pressing the joystick forward and then backwards.

S.T.U.N. RUNNER

DOMARK £24.99 ■ Joystick

Spread Tunnel Underground Network Runners are a new kind of hero, or so those Tengen coin-op people would have us believe. Boy racers of the future, they hurtle along in high-speed bobsleds through specially created tunnels crammed with everything from tube trains to aggro droids. As a STUN Runner you face 24 challenging levels of twists and turns, ramps and runs.

That's the story, the fact was that *STUN Runner* came and conquered the arcades a few months back. It was a high-speed challenge that warped minds as boost pads hurled Runners forward at scale speeds of over 900 mph.

The game is simple. You control a motorless craft that skates down a tube. By riding the outside of tunnel walls momentum builds up allowing the STUN sled to reach the end of a section within the time limit. Point scoring stars and high-speed boost pads line the walls of the tunnel and they become increasingly difficult to reach as the game progresses. To gain variety challenges are set on levels that lead to bonus runs. These can be to collect a number of bonus stars, destroying as many drone ships as possible, or giving the Runner a choice of different routes.

Tube Hogs

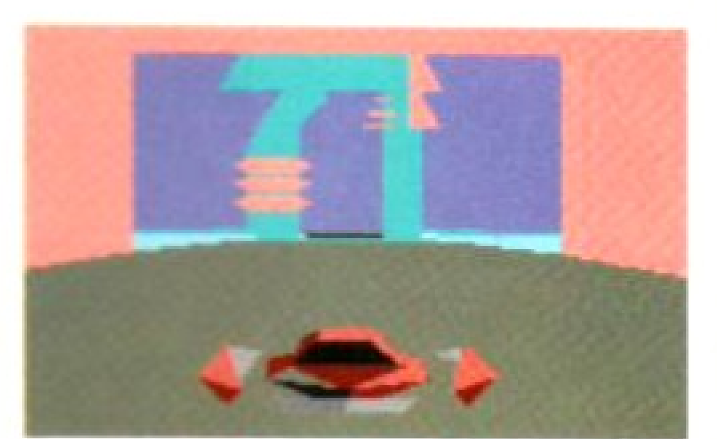
Along the STUN Running road you'll find wire-frame sections that drag you to a stop and outdoor runs that constrict you in order to test your steering skills. The guns on the front of the sled allow Runners to blast tube hogs out of the way as well as score points.

That's the theory: a high-speed ramp run in a tube. The practice however is somewhat different. They are not so much STUN Runners as STUN Joggers, as the game lacks blinding speed. It's tolerably quick, but lacks the terrifying edge of the arcade, even on boost. Without this uncontrollable pace *STUN* is little more than a futuristic bobsled run.

The graphics suffer in translation too, the sled for example doesn't take any damage; a feature which seriously hampered your chances in the arcade version. The pick-ups are vague and this hinders the game. The only way to recover time is by collecting boost pads, but if you stray from the racing line to get them and they don't register, the lost seconds prove critical and extremely annoying.



Having hit a boost pad – a pink rectangle – the sled goes real fast and wire-frame like. It's the only time the sled's fast enough to go over the top of the tube.



Will he make it? A STUN sled approaches the end of a section, with only two seconds on the clock. Sometimes momentum carries you over, sometimes not!

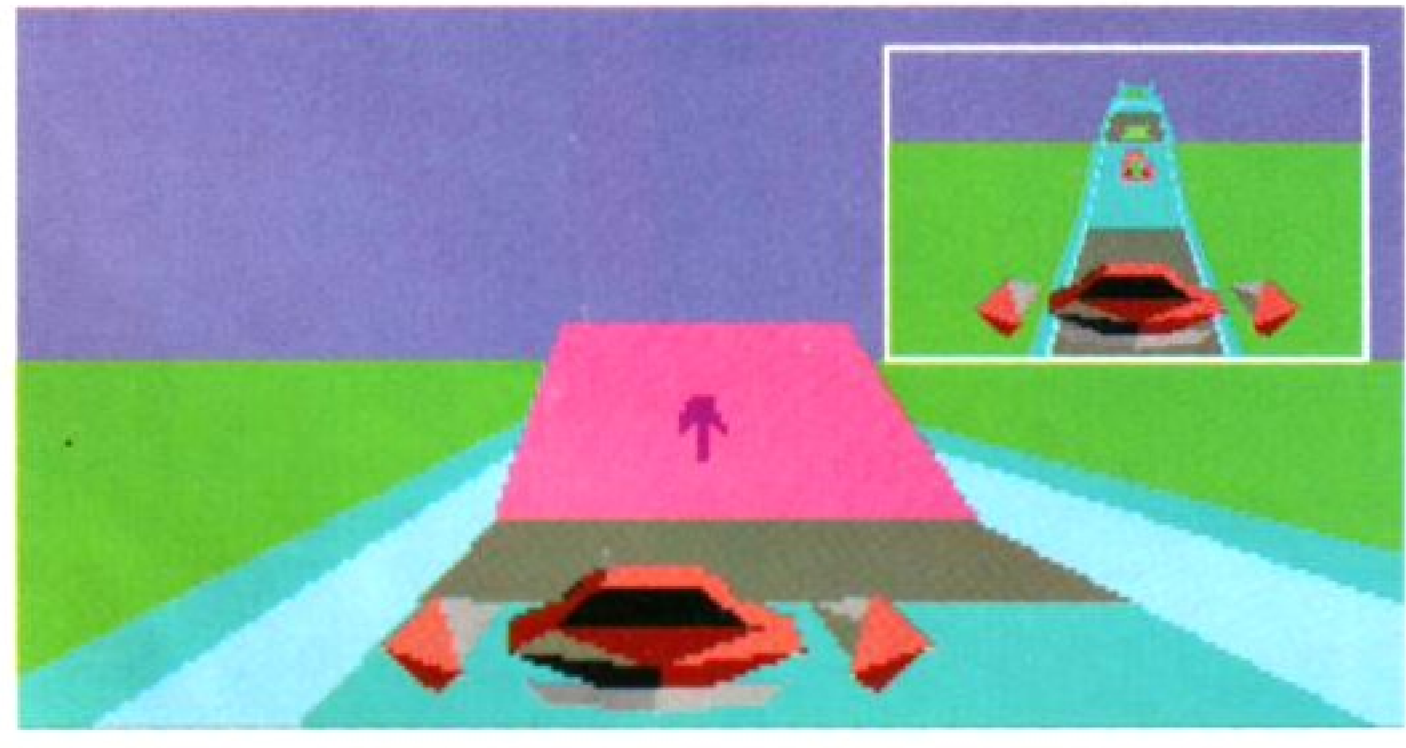
Shadow of The Beast?

Other factors have been faithfully replicated from the arcade, with varying degrees of success. The sound effects, while tedious, (one 'bing' for each and every star of the 134 on the first stage) are true to the coin-op.

The maps that are used to introduce your next level are indistinct enough to be useless, but this doesn't hamper gameplay because most routes lead towards the finishing post anyway, but if a feature is there it should serve a purpose.

STUN Runner's a shadow of its coin-op self. It's pleasant enough, with fun touches, yet these simply tempt thoughts of what might have been. As a playable game it works well but to use the obvious pun, it is never stunning even when running at full tilt. As a conversion it doesn't come close to emulating the arcade version that churned the stomach and dazzled the eyes.

Trenton Webb



Here's one of the open-air sections where you are about to take a jump. Remember that you can steer whilst in the air, so on this narrower course staying put might be advisable.

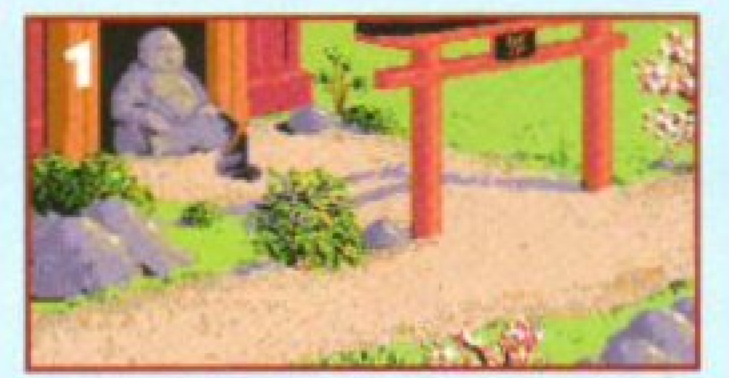
VERDICT

- Jerky update hinders the illusion of speed.
- Good samples and fun futuristic theme.
- Iffy detection for bonus collection.
- Not fast enough to thrill, even on full boost.
- Lacks the killer charisma of the coin-op.

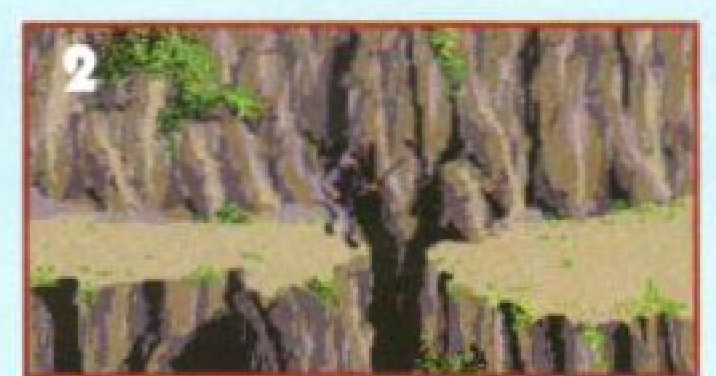


THE SIX REGIONS OF LIN FEN ISLAND

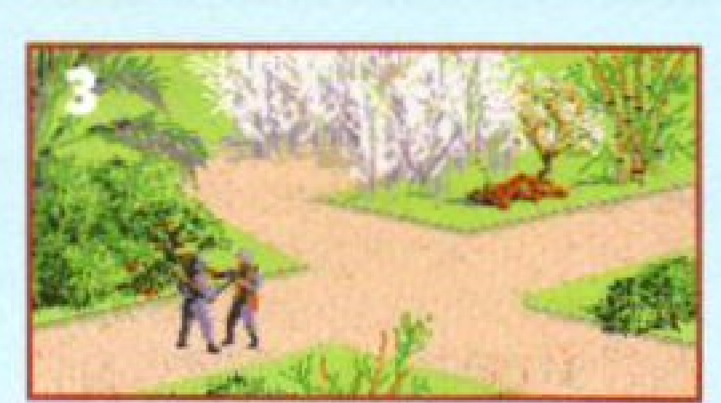
This island is the stronghold of Shogun Kunitoki. The Ninja must visit all six in sequence to clear his family name. The locations must be visited in order, as there are items to collect on the early levels that are vital later in the game.



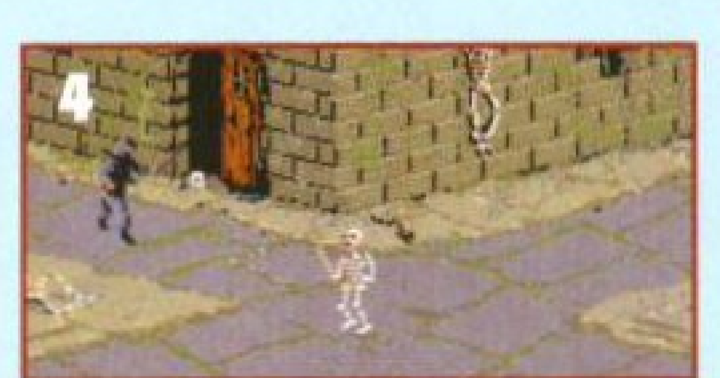
The wastelands (level one) - here the Last Ninja begins his quest. First he must find and collect a weapon as well as other useful goodies. The most useful is a bag. Here the Ninja has a quick prayer at the foot of a Buddha.



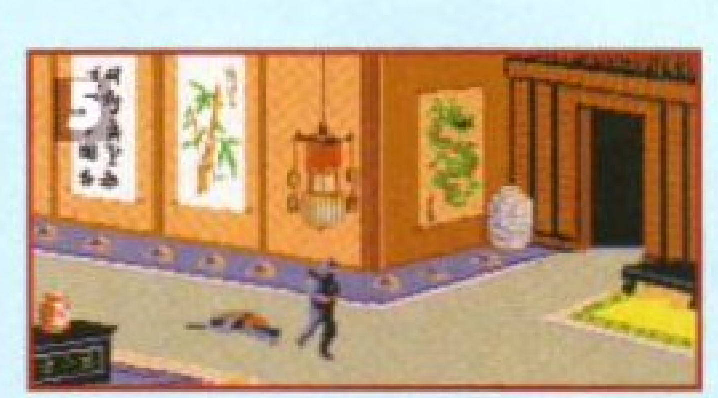
The wilderness (level two) – Crags and cliffs are everywhere. Somehow the Ninja must learn how to climb, as well as timing his jumps to avoid the fatal crags that fill the level.



The palace gardens (level three) – Now inside the palace of the Shogun, the Ninja is looking for a way to break into the palace itself. It's pretty dangerous.



The dungeons (level four) – Skeletons, rats and other nasties await. The right route is easy to find, but the way is another matter entirely.



The palace (level five) – Nice carpets, shame about the inhabitants. More guards and fiendish traps, plus a nasty end-of-level all out to top the man in the PJs.



The inner sanctum (level six) – get this far and you are on your own!

NINJA *Remix*

SYSTEMS £24.99 ■ Joystick

Ninjas are a secret British obsession. Every video shop has at least one shelf filled with duff films of the black pyjama brigade's antics. Computer leisure too, has had its fill of shuriken throwers. One of the first, and some would argue one of the best, was *Last Ninja* from System 3 on the C64.

Last Ninja II however, was dreadful and scored a surprisingly high 58% in *AF14*. This technically was System 3's first ninjutsu outing on the 16 bits. Now they have remastered the moves, changed the plot and revamped the graphics and proudly present to you ... *Ninja Remix*.

Mature Normal Ninja Human

Taking control of a small ninja in an isometric 3D world, your hero ninja moves at exactly 45 degrees off from the joystick, an initially confusing necessity of the game. You have to walk and jump the ninja around six different landscapes collecting kit and beating people up.

The ninja is almost, but not quite, totally joystick controlled. Moving is a matter of stick rotation, rolling the ninj' to face the right direction and then pushing to send him on the way. Fighting and collecting is done with the aid of the fire button. Keystrokes are used to change weapons and objects held.

No More Deadly Hedges

The Ninja is vulnerable, but hard. He has a life meter that is surprisingly generous and takes multiple hits before croaking. Ostensibly, the plot involves jumping over rivers, noticing small but essential objects that lie in the hedgerow and not being killed by the thousands of ninja hunters.

The graphics are massively improved from *Ninja II*. They work this time! Picking up objects no longer requires pixel-perfect positioning, virtual perfection will now suffice. The isometric environment is more friendly, no more getting killed by 2D rivers in a 3D world. Fighting has been improved, giving your armed ninj' three battle moves which vary in effect depending on which weapon he holds.

The map is large and the right route must be learnt if you're not in to banging your head against a cartographic brick wall.

Yet *Ninja Remix* is still only an isometric 3D adventure. It is a long hard challenge and not a trial of speed. Fighting is best avoided because the small sprites make it very hard to see what's going on. It's good, but not stunning.
Trenton Webb

NINJUTSU – *the way of the joystick!*



Enemy's life meter. Nice and small.

Weapon in current use. Use space bar to change.

Object currently held. Use 'H' key to change.

The ninja's life meter. There's more energy here than meets the eye.

Weapons available for use.

Nice flashy, strobey, sort of a symbol

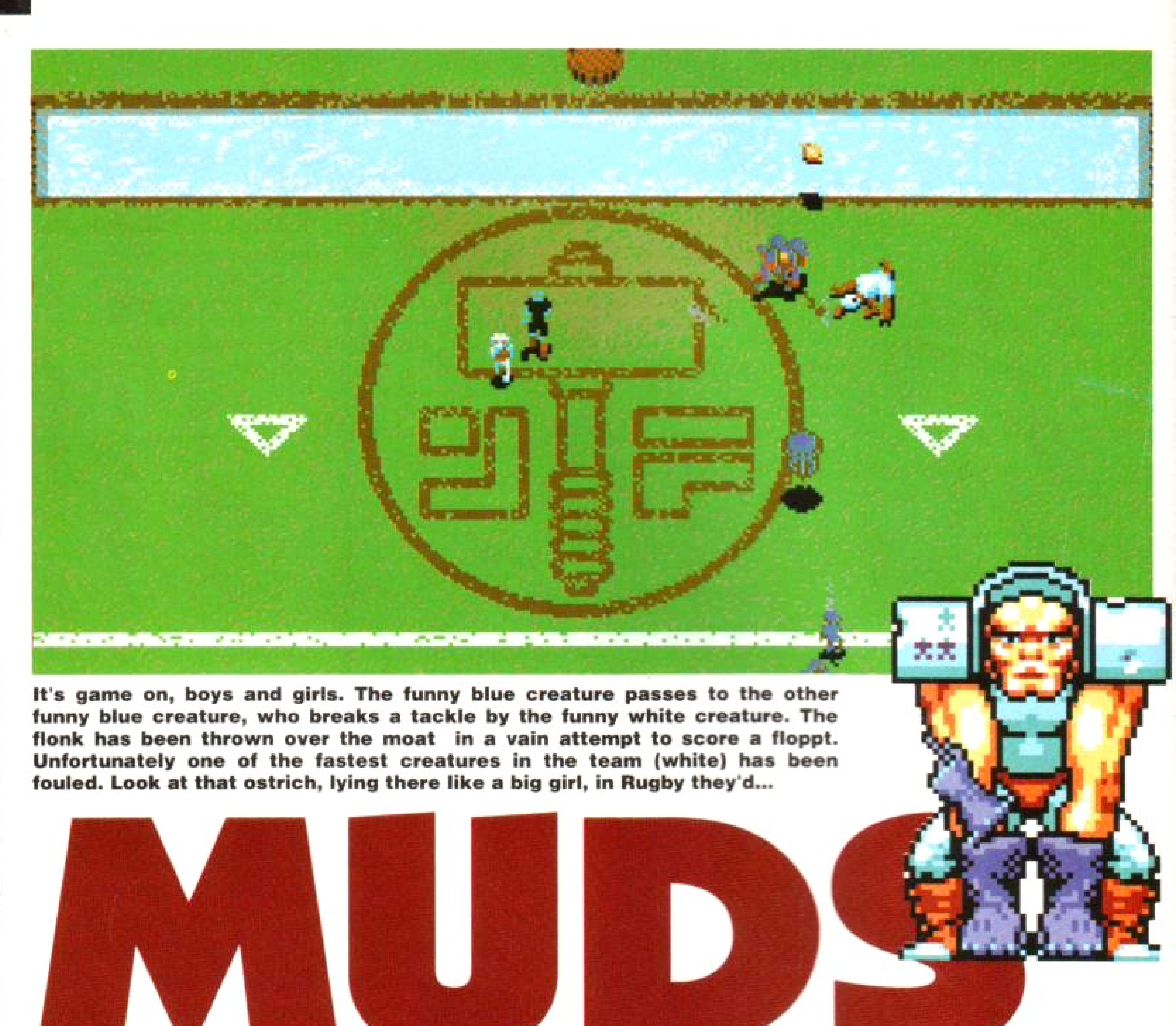
VERDICT

- Big arcade adventure with a variety of dexterity challenges.
- Monumental improvement over *Last Ninja II*, effectively *Last Ninja*.
- Isometric control system takes concentration to implement well.
- Occasional map glitches cause irritation.
- Save game facility makes the later levels beatable.



Montana takes a bad snap, play fakes to Craig and then throws a long bomb to Rice. Rice rounds two defenders, breaks a tackle and he's in for the flonkpott. It's just these kind of moves that have made MUDS the only sport real men (or in fact any creature that can run, tackle and fight) play in the land of Ghold.

You take on the role of coach to a squad of fresh-faced MUDSmen. Under your guidance they aim to win the ultimate MUDS prize: the Great Cup. You control everything from the plays on the pitch through to buying new players and bribing referees.



It's game on, boys and girls. The funny blue creature passes to the other funny blue creature, who breaks a tackle by the funny white creature. The flonk has been thrown over the moat in a vain attempt to score a floppt. Unfortunately one of the fastest creatures in the team (white) has been fouled. Look at that ostrich, lying there like a big girl, in Rugby they'd...

MUDS

Rainbow Arts £24.99 ■ Joystick and mouse

League Violence

MUDS is a bit like Rugby League, but more violent. It's played on a pitch 320 gholdfoot wide and 576 long that's divided into seven distinct areas. At each end is a score zone, where a radius plott is found. In front of the plott is a deep moat filled with water and a very hungry shark. The main playing area consists of an attack and defence zone separated by no-mans land.

Teams must move the flonk up the pitch by passing and running. When in the attack zone they can either try to throw the flonk into the plott or leap the moat and try and place it in. Both methods score you a floptt; a throw counts for one point, the slamdunk earning two. The team with the most points wins the game. Alternatively, busting up the other team so badly that they can no longer field five players also wins you the match by default.

Follow The Flonk

The game can be controlled in two ways. Firstly you can take charge of a single player and let the rest of your boys work to a predetermined strategie, or flick to the player nearest the flonk. Passing and tackling is via the fire button.

Secondly, a management section has been tacked onto this 'future sport' sim which allows expansion of the game and exploration of the world of Ghold. While on tour you have to keep enough readies rolling in to pay travel taxes, while at home practice has to be undertaken to ensure the squad is ready for the next bout.

The humor in *MUDS* is enshrined in its graphics and stupid rules. You have to understand the sport to win and learning is fun thanks to the strange and varied species that compose the team. The animations, though small are full of character and help to make the first initial defeats tolerable.

The problem with *MUDS* is the disk access. In the heat of battle a new load is needed just to switch to the substitutions/options menu.

This destroys rhythm and breaks up this fantasy sports game into fragmented sections. This is at its worst when saving out successful teams to disk. Apparently to discourage 'cheating' the coders designed the game to crash after a save, forcing you to load the whole thing – copy protection and all – back in to continue play. Even disk problems cannot disguise the charm of *MUDS*, it may be a slow loader, but once in the game it's easy to find yourself wrapped up in the fantasy world, where ostrich creatures are sporting heroes and bribing the ref is considered sporting conduct. ***Trenton Webb***



The crowd queue up for the big game, it is the final overlay cartoon before a game. Inset - the lowdown on one of your MUDSmen. It shows how fit, fast and smart he/it/she is. This guy makes a good defender, he's strong and thick, if a tiny bit slow. Place him in the backfield.

WHAT DID YOU SAY?

MUDS – Short for Mean Ugly Dirty Sport.
Flonk – Small pterodactyl used as a ball.
Plott – A big bucket used as a goal.
Flonkpott – A scoring move where a flonk (qv) is put in the plott (qv).
Floptt – Abbrv. of Flonkpott (qv).
Ghold – The world where MUDS is played (qv).
Gholdmunz – Monetary unit.
Brue - beer.
Gorden – Where your team is based.
Gholdfoot – Universal unit of measurement.
The Great Cup – The MUDS equivalent of the FA Cup or Superbowl.
Dneprodzerzhinsk – A city in the USSR. Pop. 279 000.

VERDICT

- Amusing graphics and good design make *MUDS* an exciting sports sim.
- Management section is novel and humorous. A rarity indeed!
- Slow disk access and crazy save game procedure irritate.
- A different fantasy world that's explored with sport and not swords.



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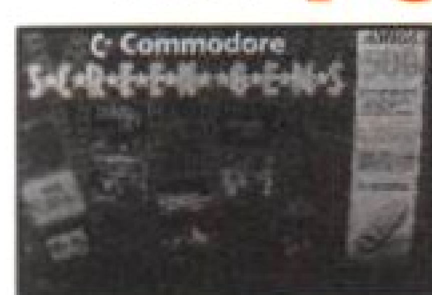


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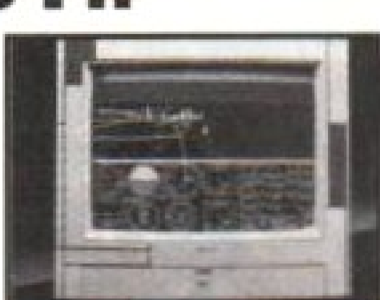
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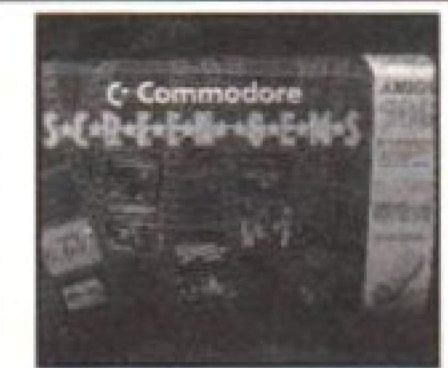
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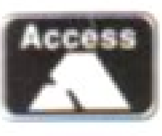
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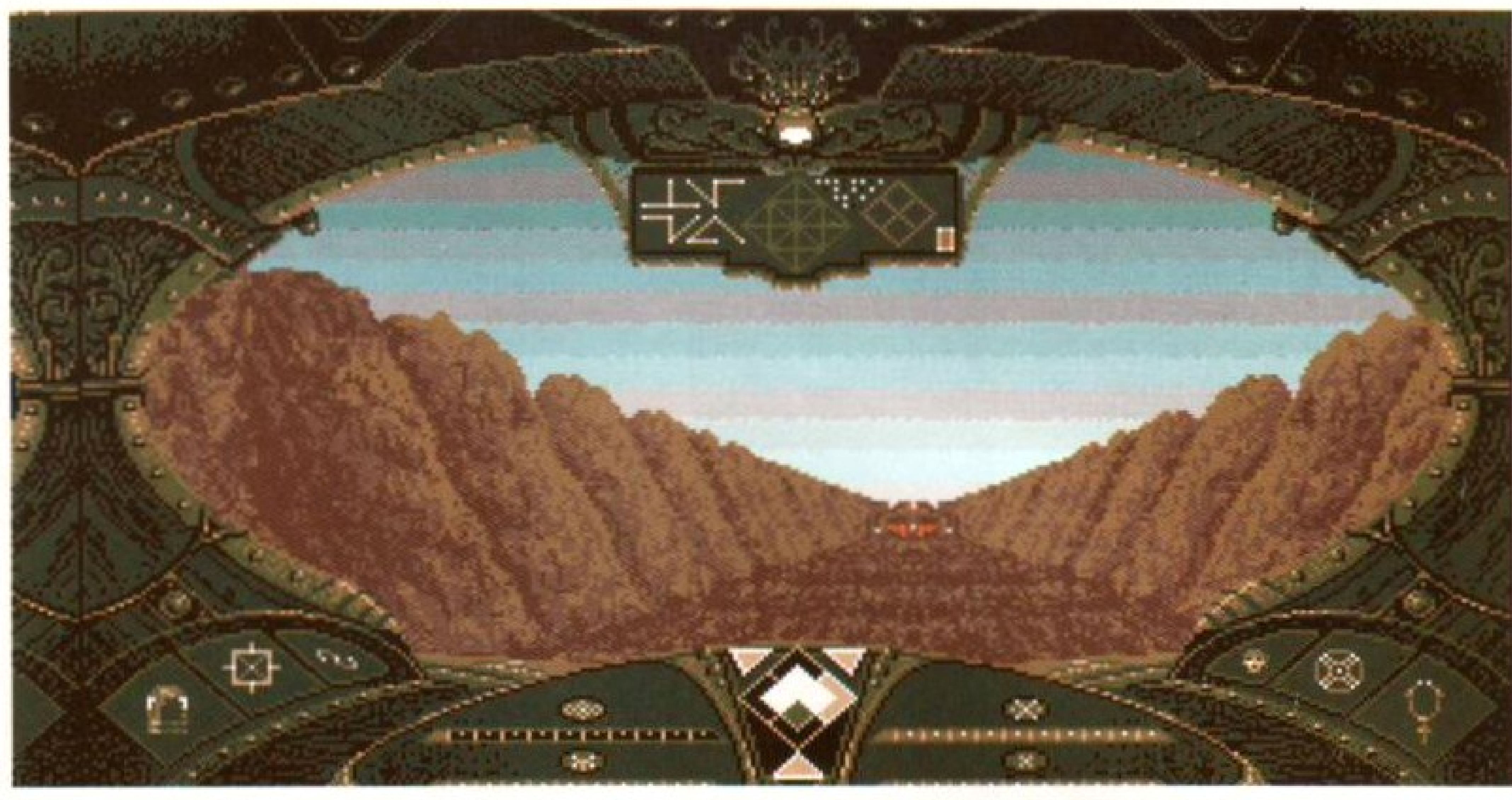
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Eco Phantoms could be called the world's first zeppelin simulator. On return to earth, after a long space voyage, the planet is found in the hands of a strange race of mineral pirates who are bleeding the earth dry. Having stolen one of their ships you must try and stop them and ultimately reverse the process.

The game is almost a flight sim, nearly an adventure game but most definitely a test of management skills. But effectively it's all three, as you pilot the Eco zeppelin around the gullies left by the Eco Phantom's mining. As well as the flying and fighting, there are a number of tasks that must be completed in conjunction with different parts of the ship. This will keep it running and enable you to fulfil your vengeful cause. The game is initially off-putting because it is so alien. You've taken over another species ship so all the controls are suited to them and not humans. So the manual must be read, and tentative forays made into the gullies of Africa (the first of the three locations you attack) before you start playing properly.



This is where the main game is played. The zeppelin is controlled by mouse cursor, while the six sub-bays (robot bay, laser cannon, virus laboratory, passenger hold, collector) are accessed by clicking on the icons found to the left and right of the main panel. You must guide the ship around gullies which are the result of the Phantoms land rape. You will encounter other zeppelins, who think you are one of them, so the code computer - found in the overhead panel - must be used to talk them out of a gunfight.

ECO PHANTOMS

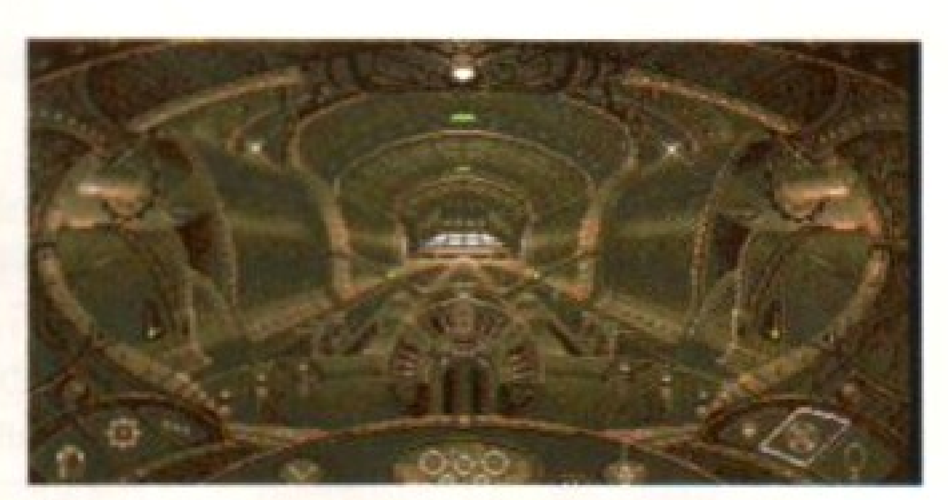
ELECTRONIC ZOO £24.99 ■ Mouse



Flying a giant Eco zeppelin you have to penetrate and destroy three of the Phantoms' bases. These are situated in Africa, the Pacific Ocean and the North Pole. Once these have been totalled then you may proceed to attack the Planet Drainer, where you have to destroy their main computer.



You can keep rescued humans in the passenger hold as well as a stock of supplies. The people have to be continuously fed and watered, so you have to keep slipping back to this screen to give them a snack. They also provide a work force for the various rooms of the ship.

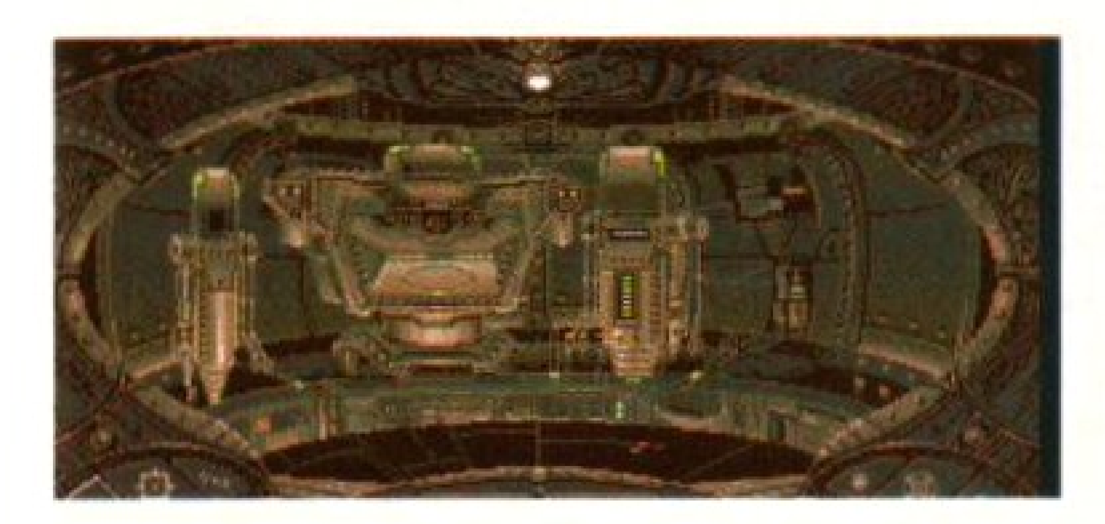


The engine room: the vital source of all your zeppelin's power. If this ain't working nothing will. You have to keep it oiled, fuelled and fully serviced. In the centre of the panel is a display that shows what condition the various components are in.

The whole game is matter of mapping your trail through the ruins of the planet, while swapping back to the various control panels and rooms within the ship to either raid for supplies or fix malfunctions. This means the game is never fast, but it is intense.

If there are no ships whizzing all over the screen to dazzle the eyes then there has to be compensation. Here it is the depth and weirdness of the whole game. The ship is truly alien, and instead of the standard black and silver of starships, browns and greens are the norm'. This gives the whole affair a Jules Verne flavour which is welcome change.

Eco Phantoms will not appeal to all games players, only grabbing those with a dedicated, strategic mind. Shoot out specialists will hate it. There is shooting action with the robots and in the gullies, but that is not its main appeal, that is down to planning, mapping and thoroughness. ***Trenton Webb***



The total disregard that the Eco Phantoms have for the world which they pillage has led to a strange virus mutation. It attacks metal and your ship will eventually become infected. So you will need to monitor the ships for signs of corrosion and use the lab to try and find a cure. Viruses must be stopped quickly so as not to hinder the ship's functions.



You interface with the world of the Eco Phantoms via the robots aboard your ship. There are four types all with differing strengths. Armed with shields and lasers they are sent on a mission once you enter an installation. This is a raid to obtain computer access codes and plant explosives. It is also a source of supplies vital to the zeppelin's smooth running.

VERDICT

- A hardcore thinkers game – with a 'right on' green theme.
- Wonderfully different graphics, and a curiously odd plot.
- Many genres compressed together make for complex gameplay.
- 'Alien' controls take a lot of understanding,
- Fiddly to control, but worth the effort.



When the Chinese weren't inventing gunpowder, poetry, wall building and outrageous punishments for minor misdemeanours they were inventing games. Not cricket, or nine-man's-morris, no they came up with *Ishido* :The Way of the Stones.

It's a puzzle game involving 72 coloured stones being placed on an 10 x 6 squared board. Additional rows and columns don't help you score points, they merely provide a border useful for strategic moves. The scoring part of the board is "The Within", while the non-scoring section is known as "The Beyond". You also get bonus points for using all of your stones.

It's not as simple as whacking stones down willy-nilly. You have to place one stone next to another, diagonals do not count. You also have to match patterns and colours so stones correspond on at least one of these aspects. There are thousands of ways of doing this but only a few ways of scoring big points.

A Lying Priesty Scores

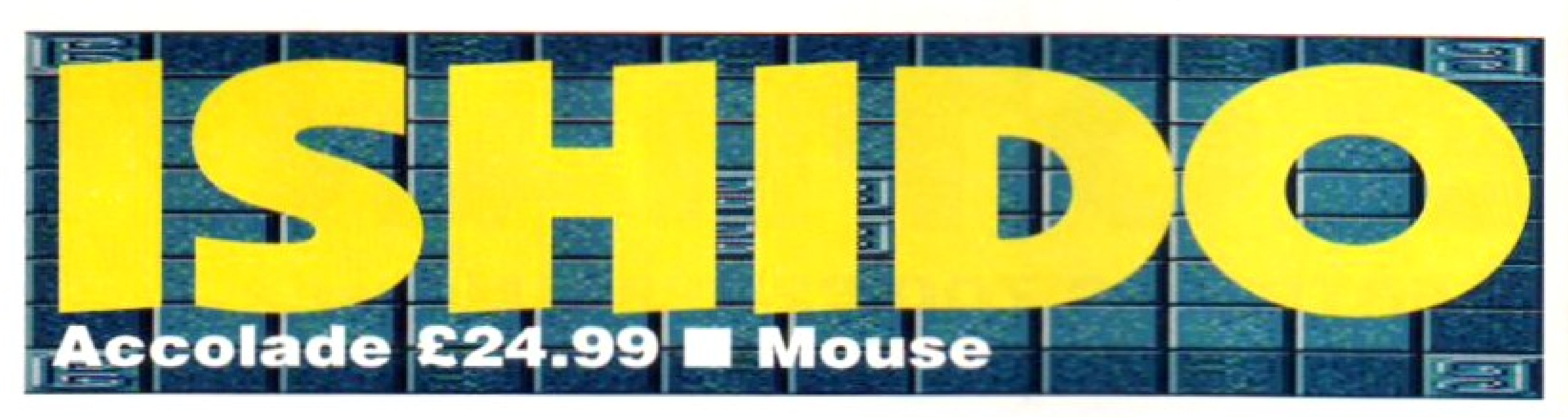
Getting a stone onto The Within will score one point. Getting a two-sided match gives you two points, a three-sider earns you four, and the magic four-way makes eight points. Scoring a four-way opens the route to loads of points. The second four 'er makes 25 points and this works up to a twelfth which earns an astronomical 50,000 points. Anyone who managed 124-ways is either lying or is a 15,000 year old Chinese priest.

There are several ways to play. In hermit-like solitaire, you play a board on your own. In a tournament, a number of pals take turns to play a board each, trying to get the highest score. The third option is a two-player challenge, in which you and a friend (or the computer) take turns to make moves on the same board. Finally, there is a cooperative mode where you and friends gang up on the machine.

Three elements allow *Ishido* to lift its digital head above the board game: firstly, you can create stonesets using the onboard editing facility. This is a challenge in itself and should not be taken lightly.



What we have here is a bit of a puzzle. Where on earth can you put that rather exotically configured stone in the top right of the screen? There as they say lies the rub. Here the board reflects a rather poorly played game of the mind-fryingly good *Ishido*. The idea is to get rid of all your stones onto the board. Not all of the board scores point by the way. For example the Ankhs bottom right are pointless!



Secondly, when making a four-way a pleasant jingly noise is heard and four stars appear on the golden pieces. Thirdly, there's the Show All Possible Positions option. This doesn't help with strategy but gives you a glimpse of positional play.

As a game of strategy *Ishido* appears to have one major flaw, and this can be irritating for the first few plays; it involves an element of luck. You have no idea which stone is coming up next. However, the more you play the more you realise placing the stones you do have is more important than knowing what you've got coming to you.

Very Chinkie

It's all very Zen, with an element of Taosim thrown in and that's enough philosophy for a while. In practice you have to play extraordinarily positionally to achieve anything. The strategy is unlike anything you would apply to chess, or even Go , with both of these you know what you have to play with. Nope, this calls for blind forward thinking and getting your brain around that alone is worth a few hours with the Stones. ***Tim Smith***



A different stone set, a different game. The program is quite smug, and very quick to tell you that you've reached an impasse.

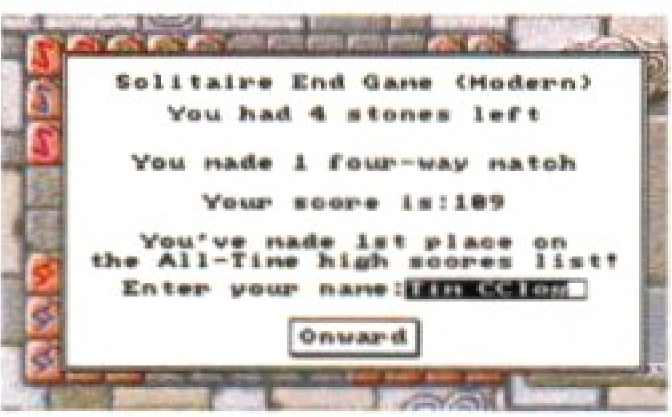
VERDICT

- A mixture of Go, Othello and no game you've ever played.
- A definite "not as easy as it looks"
- Excellent graphics with plenty of boards and stonesets to choose.
- It's irritating having to click on dialogue boxes to remove them.
- Still not as good as chess though!





Why just challenge the Amiga when you can humiliate your mates as well? So many ways to play from the lurking menu.



Oh who's a clever stick then? However, you should be looking at scores running into the thousands if you want to be a master.



Bored with stone sets? Why not be a true thinker and create your own with the built-in editor? It's nearly as much fun as the game!

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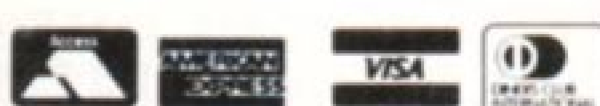






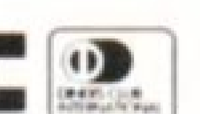
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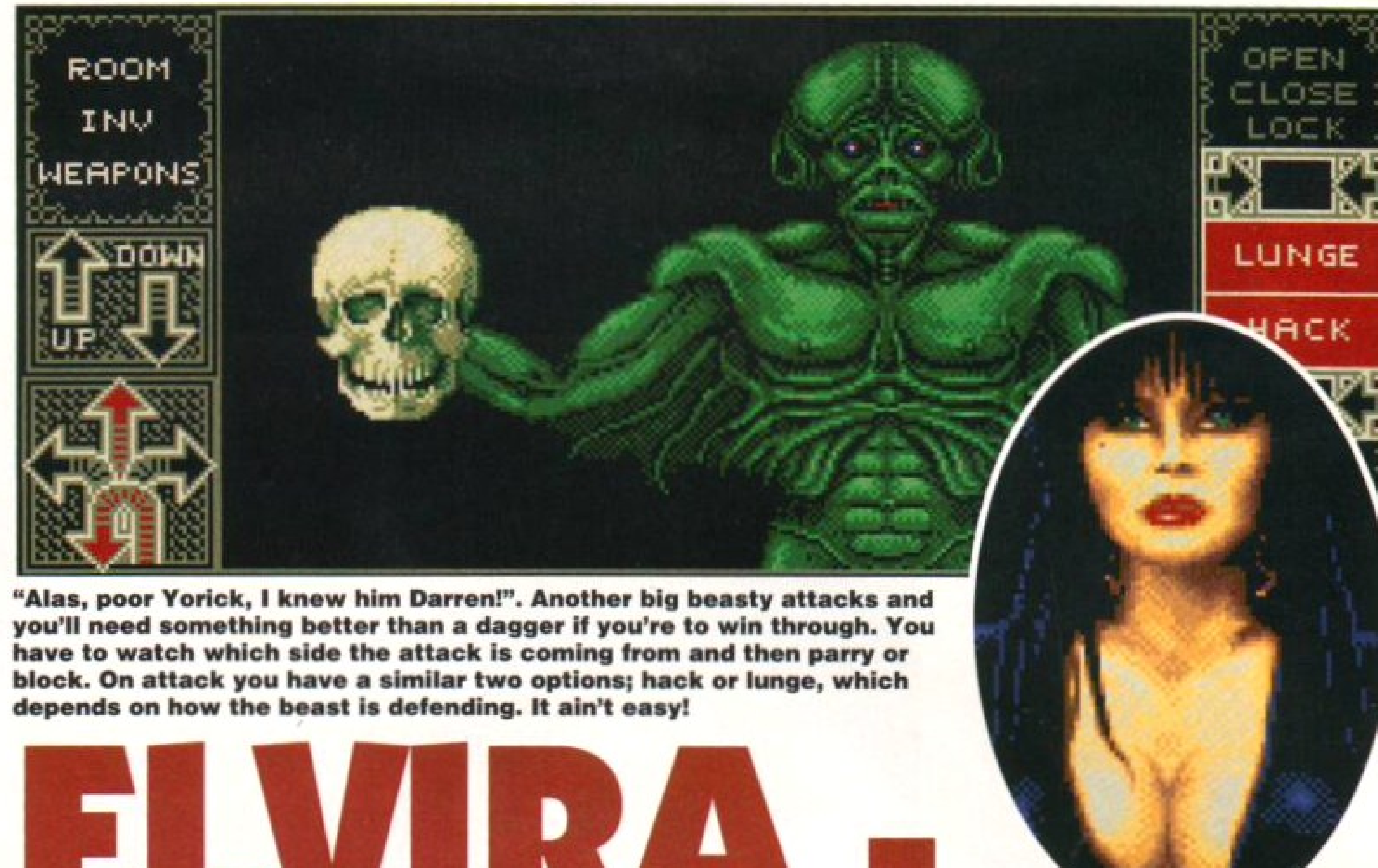
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"Alas, poor Yorick, I knew him Darren!". Another big beasty attacks and you'll need something better than a dagger if you're to win through. You have to watch which side the attack is coming from and then parry or block. On attack you have a similar two options; hack or lunge, which depends on how the beast is defending. It ain't easy!

The lovely lady herself. She appears throughout the game, some times in a digitised form; sometimes in a cartoon likeness. Even then she's easy to spot.

ELVIRA - MISTRESS OF THE DARK

ACCOLADE £24.99 ■ MOUSE

Elvira, the lady with the big reputation, wants a hand with her chest. She's opened up her old ancestral home Castle Killbragant and along with it a real can of worms – the really slimey ones. She has also reawakened an ancient curse, placed by her great, great, great grandma, who it appears wasn't so great after all.

The spooks and demons have come out of the closet and trapped Elvira in her own home. In answer to a small ad you are now her rescuer. Searching through the castle you must find six keys that will unlock an ancient chest and lift the curse. Easy? It would be if the ghosts didn't carry loaded swords and weren't able to use magic – not any of your Paul Daniels rubbish either, this stuff really hurts.

Carry On Elvira

Guided by the lovely Miss E' you roam around the castle killing guards, fighting monsters, receiving horrendous wounds and being healed by Elvira's own sweet hands. As it's the family home of the Elvira clan the place is full of unexpected tunnels, guardians and other surprises. Nothing is what it seems and the level of innuendo and derision is along the lines of a "Carry On" film and are only ever a wobbling breast away.

Elvira, and her accompanying house, are beautifully drawn and the story created by all your wandering is well animated with arcade-style sub-games around every corner: from sword fighting to breath holding feats, they are all yours to try. All you have to lose is your life, so why not give it a go?

Get Y'er Disks Out!

Elvira is flawed however, in many painful ways. The most frightening is the sheer number of disks; five to be exact. You get your moneys worth though, as virtually every movement between locations forces disk access. Irritation soon starts to set in.

The adventure though, is well thought out, with a strong side-line in role-play underpinning the plot. As you roam, most of Elvira's ghostly ancestors insist on sword battles. Seeing as your starting weapon's only a dagger, they are not easy to win. Yet victory earns you experience in handling the weapon and access to another room or area.



You've got to fight, for your right, to stay alive in Castle Killbragant. Here a hooded nasty in the keep has a go. He is one of the easier-to-kill folk so enjoy the slaughter, the tables soon turn.

Two Strokes Are Enough

Sword battles are limited to two strokes on attack and two on defence. You have to select which blow the other guy is going to try and react accordingly. A simple sub-game of guess the sword stroke, it is at the heart of the games earlier stages. Unfortunately, fighting with the dagger and no visual guides means that you take many more blows than you should. Elvira has given you masses of healing potions, but these can't be used during the battle. Henceforth, and rather fittingly for a Gothic game, you spend large amounts of time dead.



A vampire! This lady's bite is fatal and you'll need to find all the right kit before attacking her. The stakes are easy enough to get, but where do you find a mallet in a tourist castle?

The slowness and the repeated deaths ruin *Elvira*. It is simply no fun to play. The frustration's heightened by the graphics because so many remain unseen. Success is a matter of persistence and luck. Still, Elvira does have nice...
Trenton Webb

VERDICT

- Graphics that will suit the heavy breathers and gore fans.
- Five disks means far too much swapping.
- Disk access before each move means slow game play.
- Strange licence that makes an irritating game.
- An average adventure that falls apart due to bad disk management.

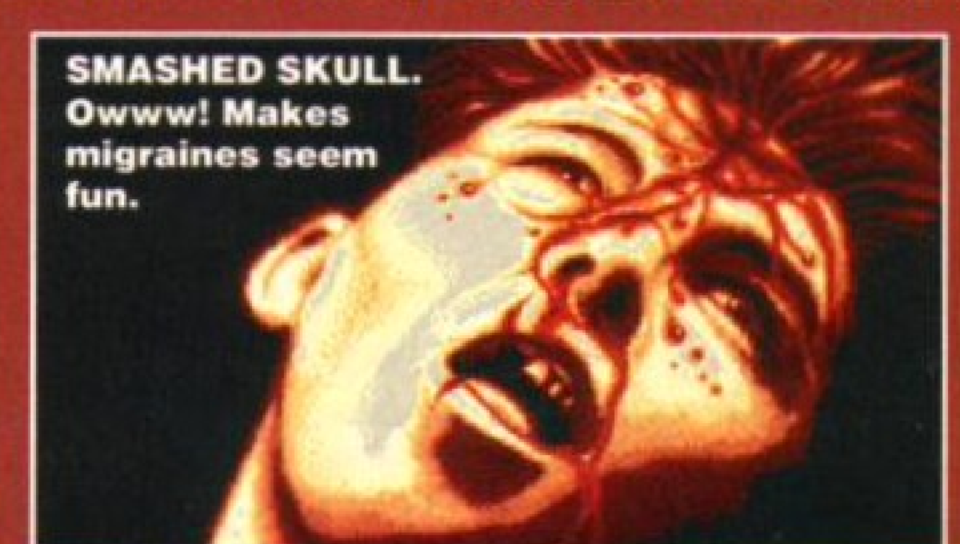


IF YOU WANT TO GET A HEAD...

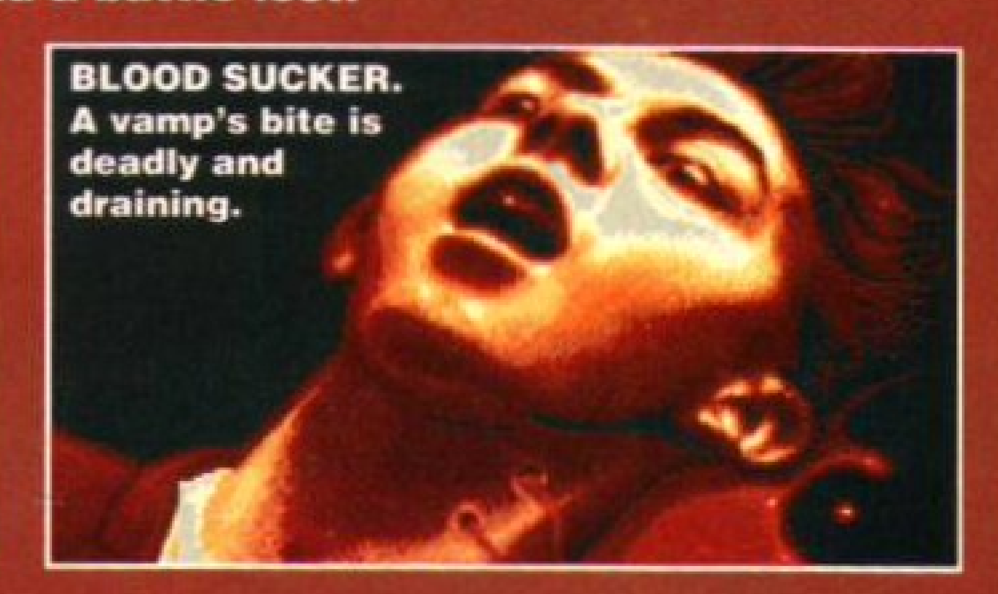
There are many ways to die in *Elvira*. Each one is messy, painful and needlessly vicious. This is what you will look like if a mistake is made and a battle lost.



DECAPITATION. Masses of blood, but very quick.



SMASHED SKULL. Owww! Makes migraines seem fun.



BLOOD SUCKER. A vamp's bite is deadly and draining.

CARTHAGE

PSYGNOSIS £24.99 ■ Mouse

The Phoenician colonies had no luck, they were ravaged and defeated by the Romans on three occasions. These became known as the Punic wars. Now's your chance to put history right and help out these poor victimised souls by taking on the role of Diogenes, a Phoenician hero.

Winning Wars Takes Dosh

Carthage is a strategy game and as Diogenes you have to make sure the Romans are out-flanked, out-gunned and out-thought. To do this you have to buy soldiers, create armies and allocate your resources according to the movements of the Romans. This is done from a sexy, fractal generated, 3D map which shows the position of the cities, your troops and the Romans.

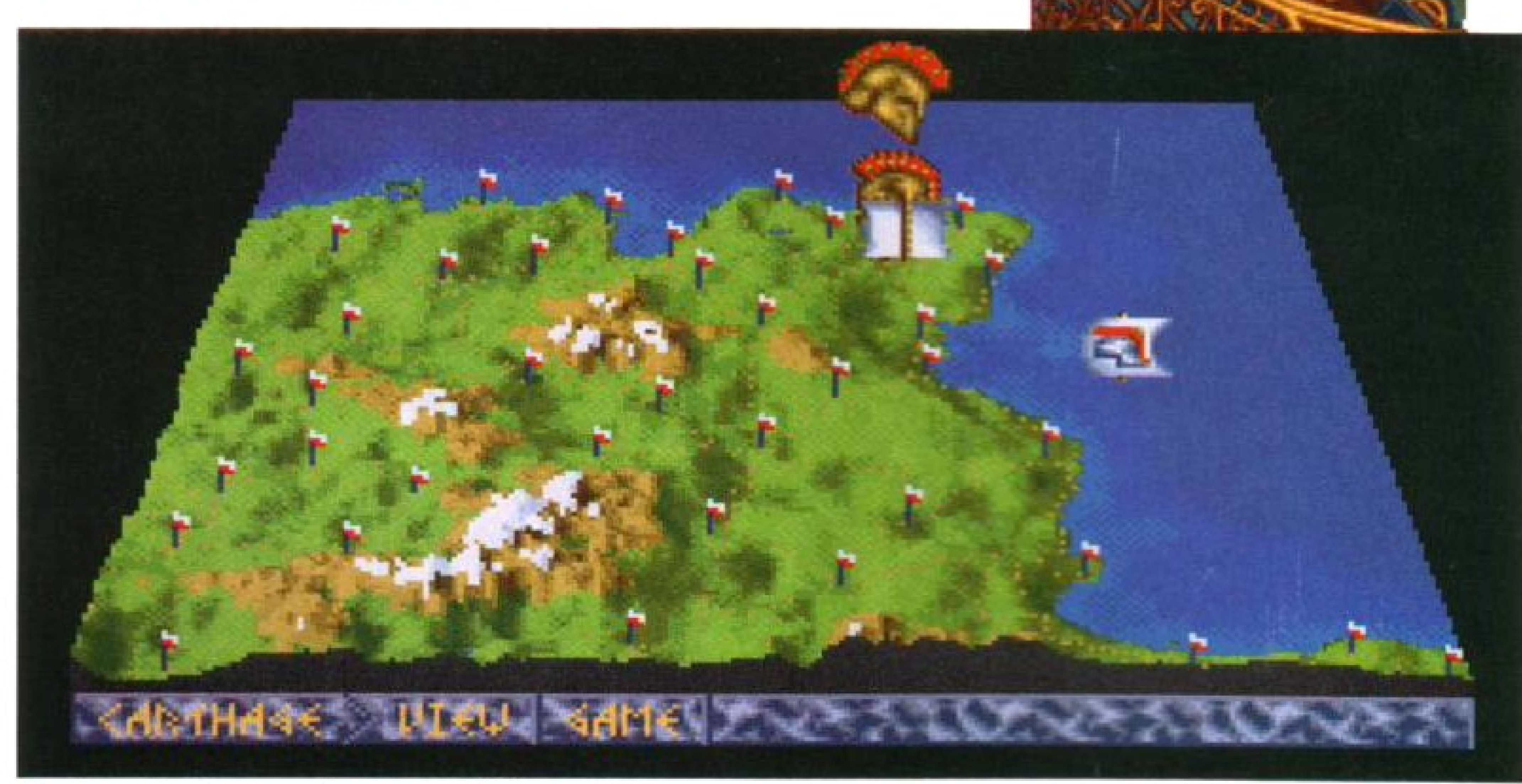
To win the day you'll need dosh and lots of it. Fortunately, the Phoenician trading fleet, the best around, regularly sends back money to its capital, Carthage. You have to make sure this money makes it to the various cities by getting on your chariot and taking it there in person.

The chariot sequences are one of the main arcade sequences. You view your chariot from behind, and see the road scrolling in front of you in *Outrun* style. To go faster, you give the horses a good crack of the whip and steer them just as you would a Robin Reliant (namely hang on for your life). Hitting the logs and rocks that appear in the road causes money bags to drop off your chariot, they also make your wheels wobble. If they become too wobbly though,they drop off forcing you to hitch back to the city.

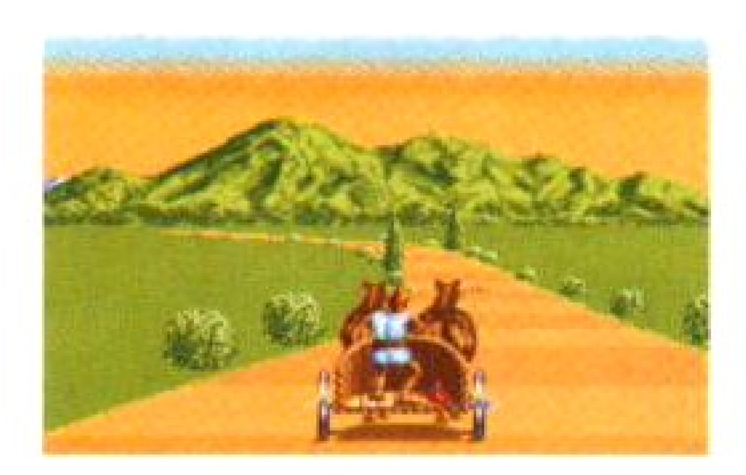
Ben Hur Move Over

If you meet another chariot on the road, then a confrontation takes place in true *Ben Hur* style. The view changes to overhead and you've got to barge the other chariot off the road by ramming the spikes on your wheels into the other chappies, while simultaneously whipping him in a very unsporting fashion.

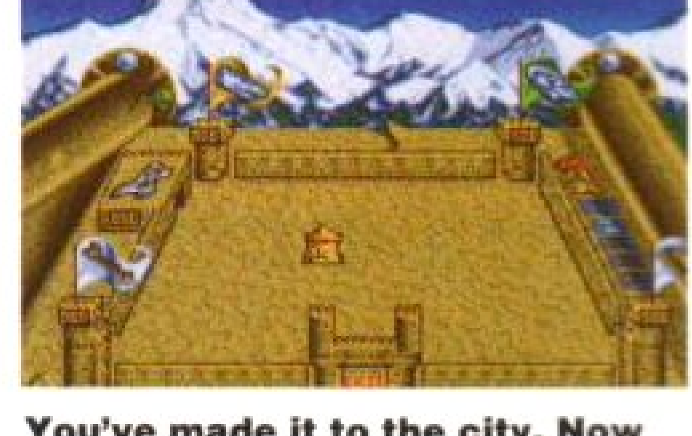
Succeed and he gets the chance to eat grass verge, but if you lose and then it's your turn for the cowslip and nettle sandwich. Best of luck you'll need it.



Carthage isn't so much a game of the gods, as a game of the bods. As the hero Diogenes you've got to free the Phoenicians from Roman imperialism. To aid you in defeating the Italian tyrants, a goddess has kitted you out with amazing powers of vision. What this means is that you know exactly what the Romans are up to. This map shows all the fortresses, armies and obstacles in the country (and not an OS symbol in sight!)



As the chariot wobbles down the road you'll encounter lots of logs and rocks. Hit to many and a wheel drops off "SOS, ATS".



You've made it to the city. Now all you've got to do is distribute the money and build yourself an army or two.

Meet a Roman spy on the way and you'll have to ram the chap off the road. Stick your spikes in his wheels and give him a good whipping.

In order to out-flank the Romans, you'll need to keep close tabs on their progress. From the 3D map, you can view the entire country, with all the forts and cities shown as flags. To move an army you simply click on its icon (a small helmet) and drag it to the city that you want it to march to. To move Diogenes (and therfore money) you drag his helmet onto the city you want him to travel to.

If the Romans catch up with you then a battle will begin. To get an an army for ready for battle simply click on its general and halt it. Then it's a case of dragging either the cavalry, infantry or elephants to their required destination and watching the battle commence.

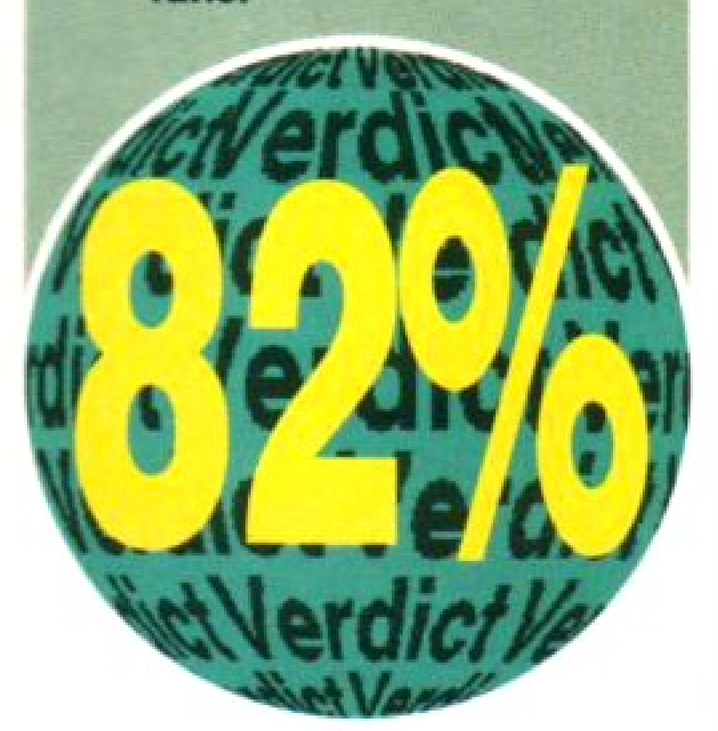
Andy Hutchinson



Zoom in on the map and you'll see more detail about the Roman oiks and their nasty armies of centurions. The grey flags represent your forces. If you feel that your undermanned, then simply up the tax rate and buy yourself some more soldiers (well it worked for Major).

VERDICT

- *Carthage* is a well presented graphical strategy game.
- Arcade sequences lift what could have been a boring game.
- Considerable lasting interest, coupled with an interesting historical background.
- Will only appeal to strategy games fans.
- Arcade sequences alone won't make the game any more interesting to shoot-em-up fans.





software

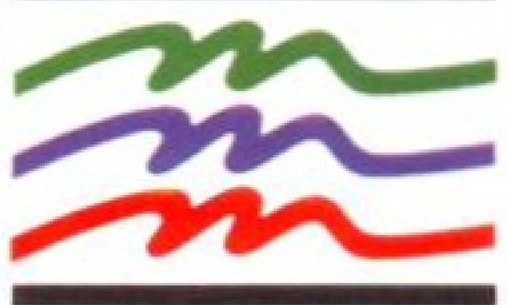


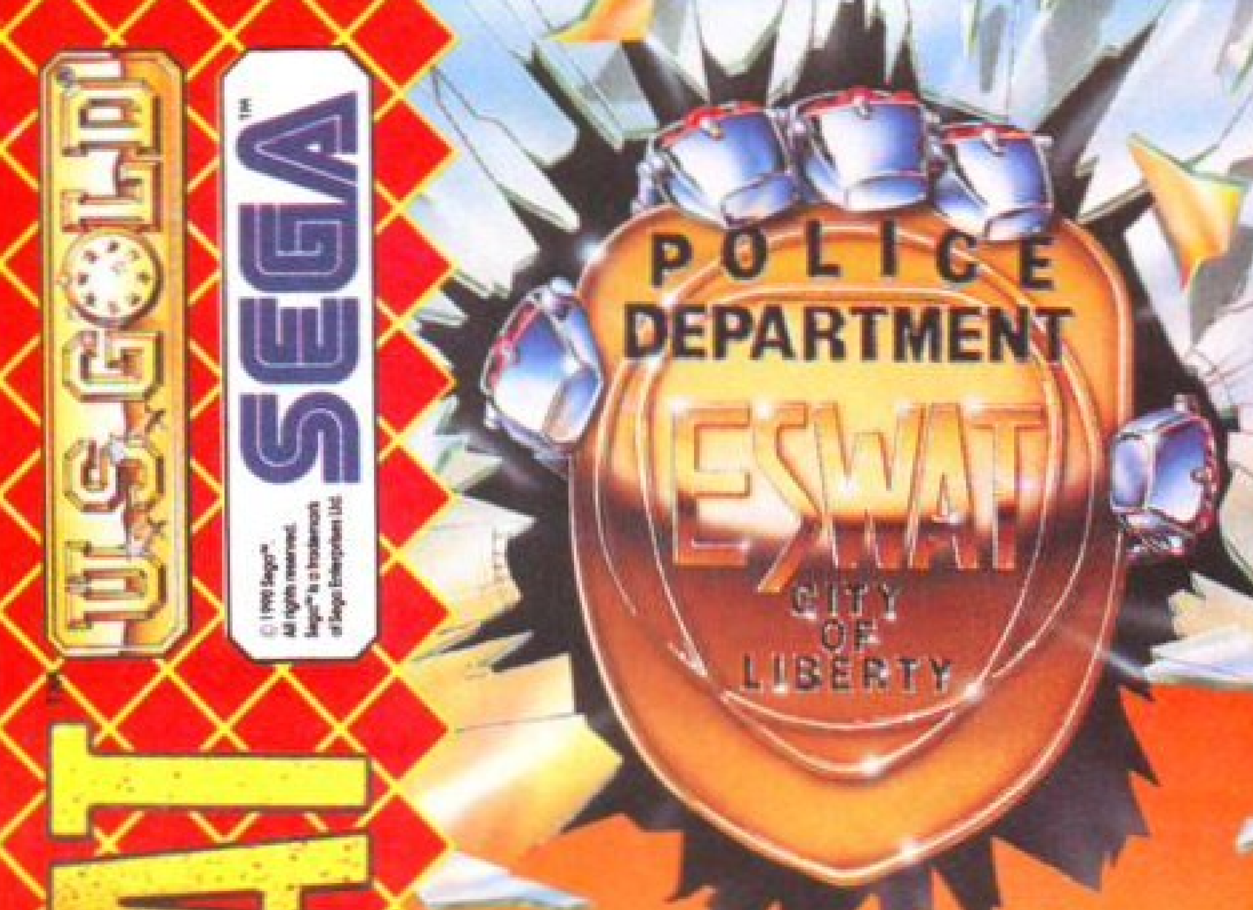


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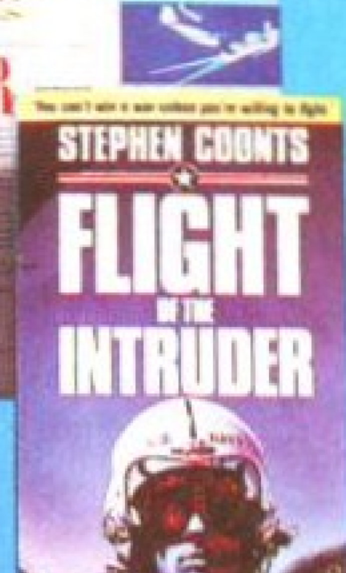
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SP OUTRO

If Page 51 was ScreenPlay Intro, this must be SP Outro!

Too many games and not enough pages! That's the problem that faces the *Screen Play* every month. Some games arrive too late for us to review, others are just too duff and don't deserve a whole page. So here in *ScreenPlay Outro (SPOutro)* we'll try to tidy up all those loose ends by giving snippet reviews of games there simply isn't space for – and to warn you, the reader, about immensely naff games.





TEENAGE MUTANT HERO TURTLES

■ ***Mirrorsoft £24.99***
Joystick

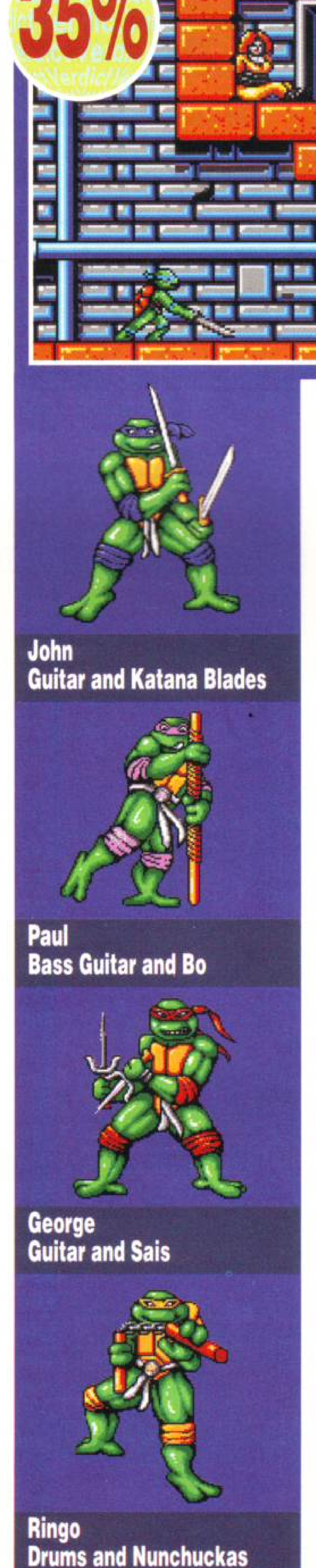
It's here, at last! Was it worth the wait? Well, to be brutally frank... no. The most hyped and probably most expensive licence of the year can't live up to its billing. The sprites are small and, though green, are not instantly recognisable as Turtles. They could be mutant frogs or invading aliens – basically anything that shows an emerald hue.

Both the plot and gameplay are fragmented, shifting from one game style to another. This is not always a bad idea, adding variety, but each of the sections should be able to carry a game in its own right. This is decidedly not the case with the Turtles. There's an overhead *Gauntlet*-style street section, a side-on battle in the sewers and a very daft swimming bomb-disposal sequence. Not that it's too easy – it's just dull and extremely fiddly to control.

The game works, but is not exactly the state of the art. The scrolling lags behind the characters on occasions, exits refuse to let you past and pathways which apparently look as though they are clear sometimes become invisibly blocked for some reason.

These factors are made even more irritating because to get this far you will have struggled with an almost unreadable copy protection section sheet and listened to the infuriatingly unrecognisable tune. What was wrong with *Partners in Crime* or the cartoon theme?

It is an improvement on the American Ultra game on which this version was based, but not nearly by enough. ***Trenton Webb***



John
Guitar and Katana Blades

Paul
Bass Guitar and Bo

George
Guitar and Sais

Ringo
Drums and Nunchuckas



VECTOR CHAMPIONSHIP RUN

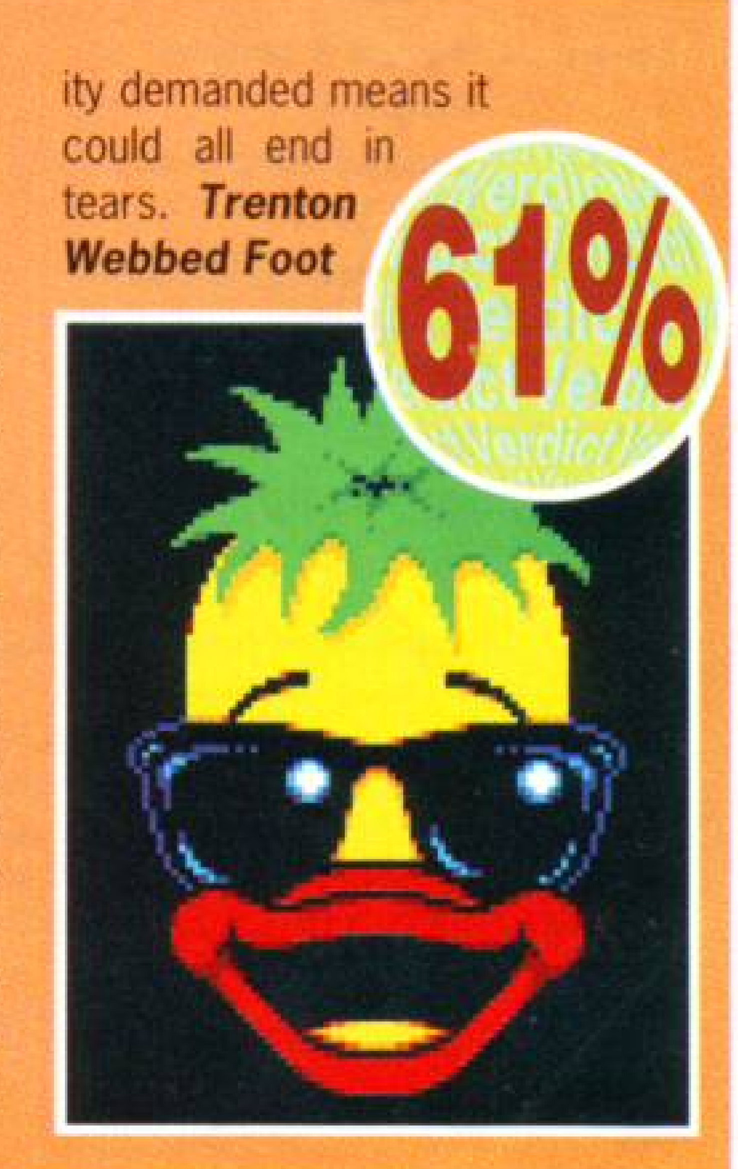
■ ***IMPULZE £24.99***
Joystick

Hot on the tail of *Indy 500* comes *VCR*. Another vector racer, it has impressively smooth updates and moves well, but it is inhibited by a massive steering problem. The game gives a good impression of speed but a terrible impression of handling. Unfortunately, all the neat coding in the world can't make a racing game great if you can't get the car around the course. Normally you would expect difficulty in learning the ropes, but this car is uncontrollable. The walls are good, though, and that is just as well because you spend more time looking at them than you do the course.

EDD THE DUCK

■ ***IMPULZE £24.99***
Joystick

Take *Rainbow Islands*, swap Bub for Edd the Duck, the rainbows for snowballs and islands for studios and you get *Edd the Duck*. This cutesy platform romp is well drawn and animated. The gameplay is familiar: leap between clouds and other platforms and dodge twee monsters. Yet there is little special to pull you into the game, no magic that will force just 'one more go'. *Edd*, ideally, should be aimed at the younger computer users who are familiar with the character, but the dexterity demanded means it could all end in tears. ***Trenton Webbed Foot***



THE AMIGA FULL PRICE SOFTWARE CHART

1	(1)	**F19 Stealth Fighter** MicroProse	£29.99	FG91%
2	(-)	**Lotus Turbo Challenge** Gremlin Graphics	£24.99	89%
3	(2)	**Kick Off II** Anco	£24.99	FG94%
4	(20)	**Supremacy** Virgin	£24.99	FG90%
5	(-)	**Power Pack** Beau Jolly	£24.99	Compilation
6	(-)	**Hollywood Collection** Ocean	£29.99	Compilation
7	(-)	**Wheels of Fire** Domark	£29.99	Compilation
8	(17)	**Indianapolis 500** Electronic Arts	£24.99	FG92%
9	(4)	**Gremlins 2** Elite	£24.99	79%
10	(-)	**Golden Axe** Virgin	£24.99	80%
11	(-)	**M1 Tank Platoon** MicroProse	£24.99	71%
12	(3)	**Corporation** Core Design	£24.99	80%
13	(13)	**Cadaver** Mirrorsoft	£24.99	83%
14	(-)	**Captive** Mindscape	£24.99	FG91%
15	(-)	**Awesome** Psygnosis	£24.99	*see below
16	(-)	**Super Off Road** Virgin	£24.99	80%
17	(22)	**Cricket Captain** D&H Games	£24.99	*see below
18	(-)	**Gunship** MicroProse	£29.99	87%
19	(23)	**International Soccer Challenge** MicroProse	£24.99	55%
20	(25)	**Sirius 7** CRL	£19.95	24%
21	(-)	**Monty Python** Virgin	£24.99	88%
22	(-)	**Sly Spy** Ocean	£24.99	*see below
23	(16)	**Back to the Future 2** Imageworks	£24.99	*see below
24	(7)	**Days of Thunder** Mindscape	£24.99	48%
25	(6)	**Midnight Resistance** Ocean	£24.99	69%
26	(-)	**Team Yankee** Empire	£24.99	81%
27	(-)	**World Cup Soccer '90** Virgin	£24.99	74%
28	(8)	**F29 Retaliator** Ocean	£24.99	FG92%
29	(-)	**ST Dragon** Storm	£24.99	82%
30	(-)	**Fun School 3** (5-7) Database/Mandarin	£24.99	N/A

* These games have received no official Format verdict: the reason/excuse (delete as applicable) why not is:

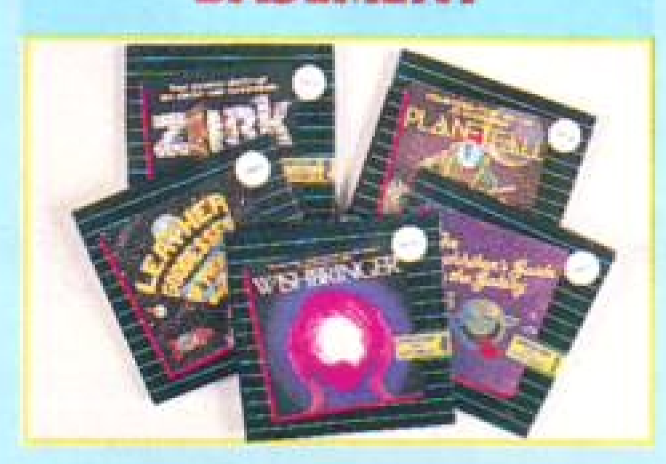
AWESOME – Psygnosis = Not reviewed. Multiple game style space adventure. Brilliant intro, reasonably good in-game graphics. Mish-mash of game styles. AF Verdict 63%

CRICKET CAPTAIN – D&H Games = Management sim cum sports sim for Cricket fans. Thorough, if somewhat slow going. Good conversion of an uncovertable game. AF Verdict 72%

SLY SPY – Ocean = No review copy as yet (hint, hint!)

BACK TO THE FUTURE 2 – Imageworks = No review copy.

BULGING BARGAIN BASEMENT



Re-released recently are five Infocom adventure classics: *Planetfall, Wishbringer, Hitchiker's Guide to the Galaxy, Zork 1* and the stunningly titled *Leather Goddess of Phobos.* These are not action games, but thorough-bred adventures that will test the best. When asked about the quality of these games, *AF* Editor Bob Wade could only comment "Well, they are all Infocom adventures so they're pretty bleedin' good". What higher recommendation could you want?

CHART MOVERS



Compilations make their move this month, with the first part of the Chrimbo rush reflected here. The Christmas Number One won't be known until next month, but already it is easy to spot those stocking fillers creeping into the chart. Beau Jolly's **Power Pack** is the highest entry of the bunch, with the excellent **Hollywood Collection** breathing down its neck. Both are supported by the driving bundle **Wheels of Fire** from Domark. Compilations are proving their appeal to both committed gamers who want to bolster their collection and new users who want an instant library.



Killing Game School (5-7), sorry, **Fun School 3,** is in at 30 and keeps the FG rated **Killing Game Show** out of the Chart. Educational software beating some hard-core blasting action! Disgusting, what is the world coming to?



Turrican, James Bond (**Spy Who Loved Me**), John Glames (**Operation Stealth**) and **Beast II** all fall victim to the Christmas rush. These titles were all solidly placed last month (5, 9, and 12 respectively) but have been blizted by new titles. Who is next for the fall? **Kick Off II**?



Licence free zone. Original games still continue to top the charts, as this month only four coin-op conversions make the top 30, during a period when they are traditionally at their strongest. This compares to five straight sims, proof positive that Amiga gamesplayers want more than coin-ops can offer. Is this their last Christmas as a market force? Is this something we should celebrate or commiserate?

AMIGA FORMAT ALL PRICE FREEBIES CHART:



Throughout the year the offices of **Amiga Format** are bombarded with all manner of promotional material to publicise new software releases. So here is the Official 1990 Most Inventive Freebie chart.

1 = Severed horse's head (plastic) complete with fake blood (US Gold, Godfather licence announcement). "Absolutely inspired!"

2 = Sticky plastic fly (Gremlin Graphics, Venus Fly Trap). "Silly but effective."

3 = Plastic motorcycle rider (Mindscape, Ultimate Ride). "Vrroom vrroom!"

4 = Lick and stick tattoos (US Gold, Line of Fire). "I'm that hard, me!"

5 = Luminous red baseball cap(Electronic Arts, Magic Fly). "Well, Damien liked it!"

6 = Inflatable dinosaur (Mindscape, Ultima VI teaser). "Not to be used as a life preserver!"

7 = Strange squashy stress ball (US Gold, Vaxine). "Wow, it's a new age, like the whole world's a game, maaan."

8 = Gazza waterproof poster (Empire, Gazza II promo). "Snuffle, sob, fog on the Tyne, mun."

9 = Team Yankee novel (Empire, Team Yankee). "Read a book? What, with no pictures!"

10 = Mobile (Electronic Arts, Powermonger). "How does it all fit together?"

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Well, Christmas is over and all those new Amiga owners are preparing for a titanic struggle on the road to success. A difficult task, I trust you'll agree. This is not the kind of quest a novice should undertake alone, so **MAFF EVANS** has a guiding light for you to take on your journey.

WARHEAD

Warhead is an impressive and atmospheric shoot-em-up – not to mention pretty tough! Here are details on the missions to keep you abreast of what you're up to.

GENERAL HINTS

The best way to evade enemy missiles is to fly away backwards in front of them, keeping about 3000m away. This way the missiles will run out of fuel before they reach you.

Never fire your weapons or use quad jumps unnecessarily, otherwise you will not be called back to Solbase and will be forced to repeat the mission due to 'unauthorised use of quad jumps'.

When firing Proximit mines, you will notice that the first two are fired from the base of the ship and the next two from the top. To make sure that the mines have the most effect, raise the ship's nose slightly when firing the first two and dip it when firing the second two. This is not necessary for Laser Mines, since they have their own propulsion system.

To defeat the Berzerker, you have to make sure all your weapons hit him. To achieve this, fly backwards in front of him loosing off your shots. Always follow the mission advice and you should finish him off eventually.

THE MISSIONS

MISSION 1

This is a test flight intended to get you used to the controls of the FOE-57. Just fly 4000m away from Solbase, turn around and use the beacons to guide yourself back in, all on the message prompts from the base.

MISSION 2

This tests your Quad-Drive. Jump to Earth space and fly to the tech ships, where you will receive a cue to return to Solbase.

MISSION 3

Fly out to Venus space with your new ordnance containing Stinger Missiles, loose them off at the ordained targets and return to Solbase at the prompt.

MISSION 4

Fly out and test your MDC (Mass Driver Cannon), return to Solbase.

MISSION 5

An emergency test of the PRM (Pilot Recovery Module).

MISSION 6

Fly out and patrol Mercury Space.

MISSION 7

Patrol disturbances in Triton Space. To complete this mission you must destroy a drone ship. Remember to send out a DGP (Data Gathering Probe) before you destroy it to get information for your data banks.

MISSION 8

Engage unknown number of enemy (well, two A-Wings to tell the truth) in Triton Space. Again, don't forget to use the DGPs to gather information.



MISSION 9

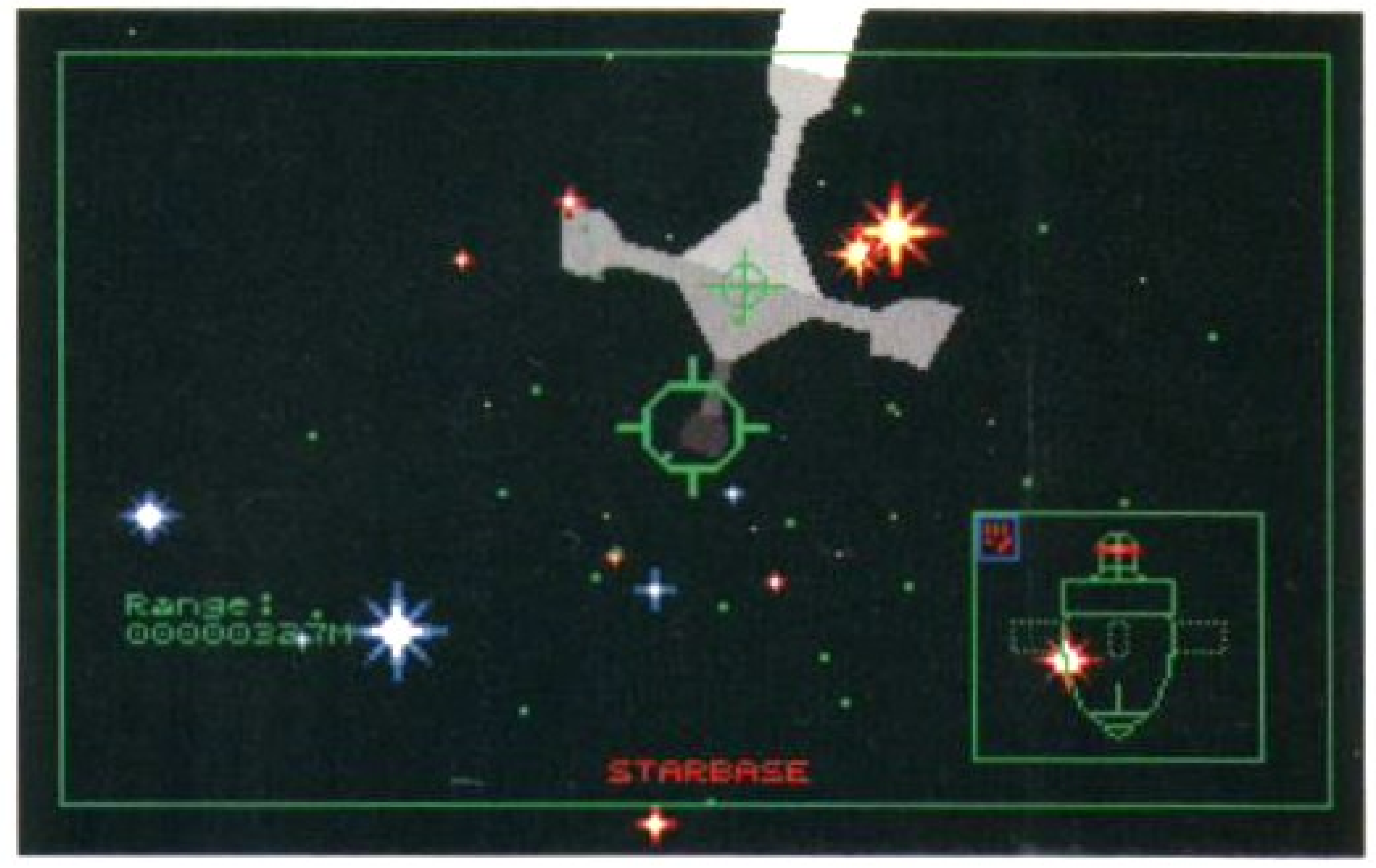
This misson involves you protecting a group of four Corsairs until their support ship arrives. You will encounter some A-Wings which must be destroyed.

MISSION 10

Unusual Radiation Levels are reported to be emanating from system CH-010, so you have to go and check. As soon as you get there you will find that it has turned into a black hole. Read the message on your computer and head back to Solbase.

Continued overleaf ▸





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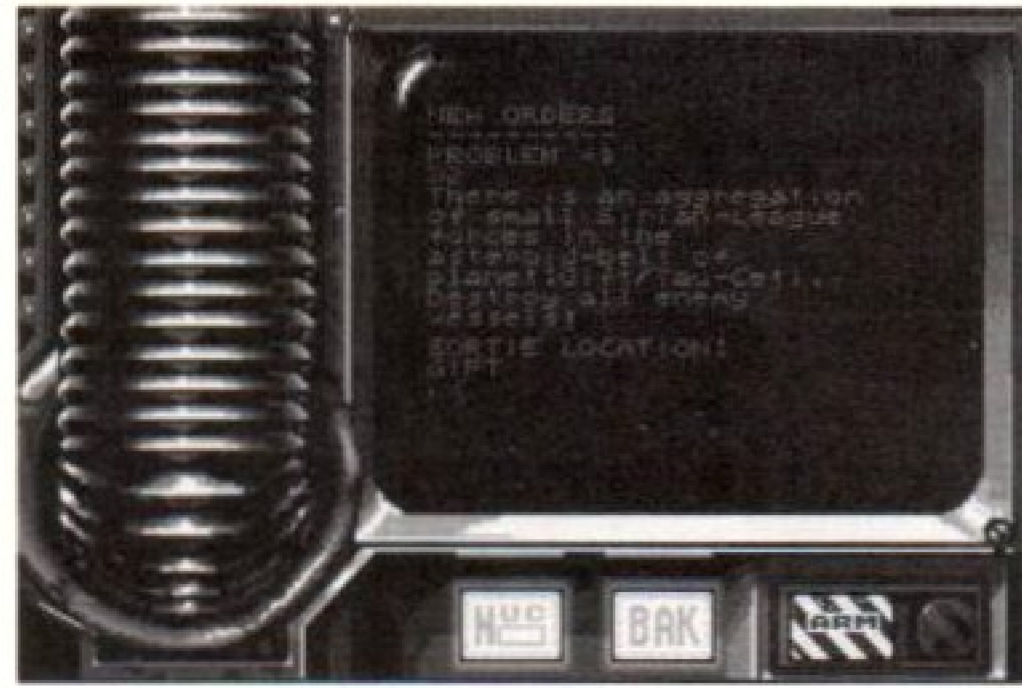
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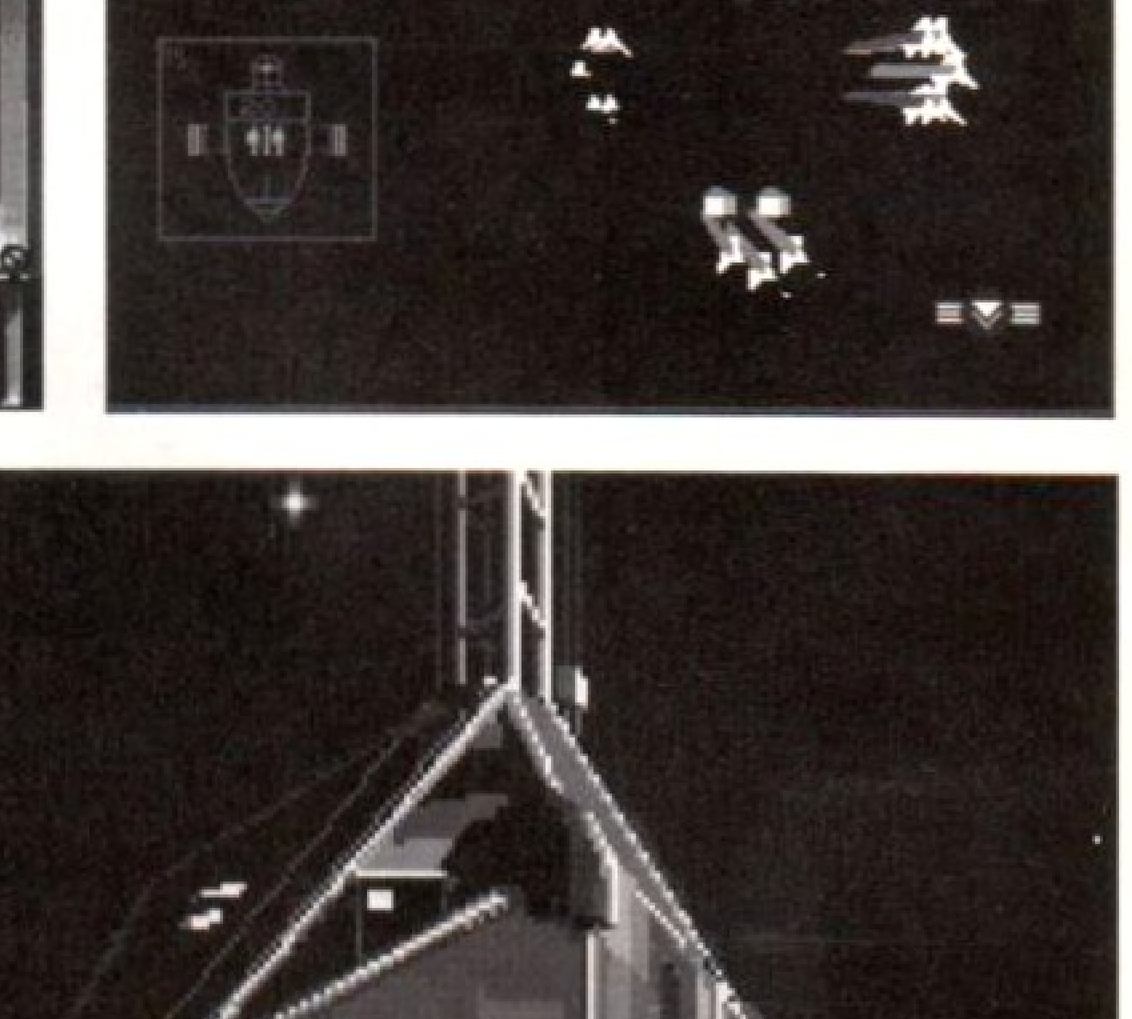
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MISSION 11
Follow up some information received about enemy movements in Alpha Centauri/Bainks Space. Patrol the area, read the message and return to Solbase.

MISSION 12
Go to Niven/Tau Ceti and investigate the New Fighter design. When you come across an unknown object, launch a DGP at it to get info. You will then be told that it is a C-Wing. As soon as you have the information, quad jump back to Solbase.

MISSION 13
In this mission you must go and check on a convoy of ships. When you get there, get up close to the lead ship (between 5-100m). He will then charge up his ship enough for him and his convoy to make a quad jump.

MISSION 14
A C-Wing has broken through Solbase's outer defences and has now penetrated Mars Space. Hunt it down and destroy it before returning to Solbase.

MISSION 15
Test out the new proximity mines in Venus Space by firing them towards the dummy targets then heading back to Solbase.

MISSION 16
This is the first time you will meet the Berzerker. Throw all the weapons you can at him – making sure that they all hit home. When he threatens 'Leave this space, creature – before I eat you,' quad-jump back to Solbase. Whatever you do, make sure that you dodge his missiles.

MISSION 17
Observe the Berzerker in Tau Ceti/Protector Space. Watch him and see if you can get a drone squadron with the DGPs, then get out of there when the Berzerker speaks. When he follows you, fling the whole gamut of your ordnance at him, making sure that they all hit him. Once you are recalled, head back to Solbase.

MISSION 18
A doddle. Just a routine patrol of Kruger-60 Space.

MISSION 19
If all went well in the last two meetings with the Berzerker, he will appear in Pluto Space. Keep out of his way and attack him with all your weapons from a distance. If you get another good strike in, he will come up with "You and you alone have annoyed/hurt me. I shall destroy you". He will then quad-jump out and disappear.

If the last two meetings didn't quite go right, then the Berzerker will appear in Earth Space and blow up planet Earth, in which case it's time to get the old save-game disk out and reload!

MISSION 20
On a routine patrol of Sigma Draconis you will meet the Berzerker once again and be called back to Solbase.

MISSION 21
You will be asked to check out emergency signals that are being received from Alpha Centauri/Wasp. The hassle is once again from the Berzerker. Once you meet him you will be called back to Solbase.

MISSION 22
You must innvestigate a distress call from a medical convoy and – guess what? It's the Berzerker again! When you come across him you will be recalled again.

MISSION 23
This time the Berzerker starts to get serious. Quad-jump to CH-010 so that the Berzerker follows you and wait for him to get sucked into the black hole. Wait for it to change colour and return to Solbase once you get the message for suitable congratulations.

MISSION 24
Patrol Proxima Centauri/Goldenman where you will run into three C-Wings. Destroy them and return to base at the prompt.

MISSION 25
Check out the new ship amongst the planets of Sirius (you should find it around Sirius two or three). Use a DGP to see it is an H-Wing.

MISSION 26
Intercept the ship hovering around the Earth's moon. You will find that it is an H-Wing that can be damaged but not destroyed.

MISSION 27
You must protect a fuel freighter that is travelling to Solbase. Don't waste any time getting out to it, otherwise it will be destroyed by enemy ships (mostly C-Wings).

MISSION 28
Investigate activity in the Tau Ceti system. Start from Mote and work your way to Foot. Before you quad-jump anywhere, make sure that you are completely stationary, otherwise you will be destroyed when you arrive at Mote. When the missiles have been destroyed, quad-jump every so often towards Foot, where you will be told to return to Solbase.

MISSION 29
Investigate the single vessel in the Barnard's/Ptolemy system.

MISSION 30
Follow the other FOE-57 fighters to Kruger-60 space. When the H-Wing tries a sneak attack, use all your weapons (including the MDC) to destroy it, then follow the flight leader's instructions.

MISSION 31
Destroy all vessels in the Tau Ceti/Gift system. All the egg carriers must be destroyed.

MISSION 32
Destroy all the ships in the Scorpion Nebula. Use your tactical display to filter out any interference from the Nebula. You will also (luckily) come across the Sirian cloaking device.

MISSION 33
Test the new X-Ray Laser Mines in Venus space.

MISSION 34
Use all the weapons at your disposal to destroy the ships massing in Saturn/Titan space.

MISSION 35
The Sirian fleet has penetrated through to Solbase and is outside the base. Fly out to battle them, taking on the H-Wings first. Once all the ships have been destroyed, go back and dock with Solbase.

MISSION 36
Test the Pseudostellar Warhead missiles in Venus space, But be careful – they're very dangerous.

MISSION 37
Destroy the remnants of the Sirian fleet in Earth space with all the weapons you have.

MISSION 38
The final task: follow the super freighters from Pluto to Sirius Five and whatever you do, destroy the clone ship. Now you can sit back and enjoy the end sequence.

Robert Dowell
West Charleton, Devon

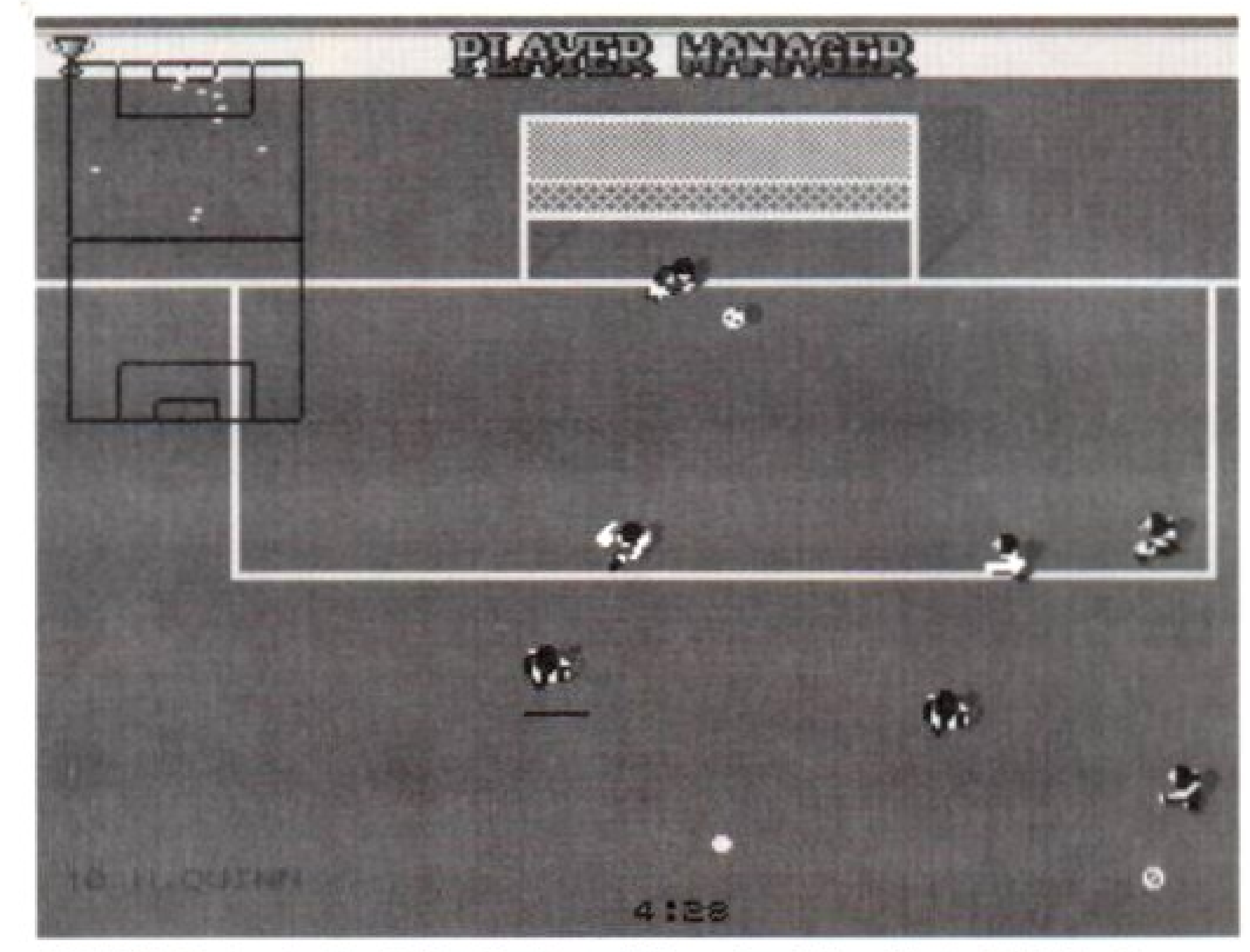
Continued overleaf ▸

KICK OFF 2

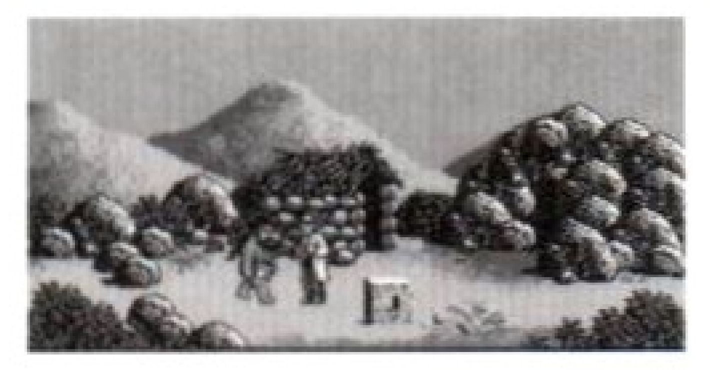
Is your opponent's goalkeeper stopping too many of your shots? Well try this little cheat to put the odds in your favour.

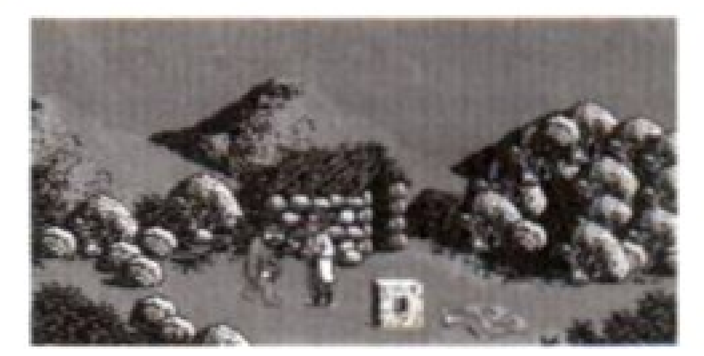
Run along the function keys (that is press them, not stick your feet on the keyboard) and S12 or S14 should appear in the top right-hand corner of the screen. You will now be able to substitute one of your players for your opponent's goalie. The sub goalie is more often than not pretty rubbish and if you repeat the process he will be even worse.

Alan Hunt
Norwich, Norfolk



ABOVE: Get a look at the first *working* cheat for *Kick Off 2* that we've ever come across and make the opposing goalie crap!
BELOW: Complete solution for *Time Machine*, thanks to Vivid Image.





TIME MACHINE

Anyone who has read such classic science fiction as Ray Bradbury's *Sound of Thunder* knows about the delicate balance of time, so players of Vivid Image's time-travelling adventure must make sure they get everything right. To make extra certain, here are some tips to help you courtesy of Vivid Image themselves.

First off, to get the cheat mode active enter your name on the score table as DIZZY. You will then have infinite lives and access to any of the zones. You can also select particular screens in a zone by pressing A or S.

SOLUTION

All the zones and screens in this solution are referred to as two numbers. For example, 1-3 refers to zone one, screen three.

The game starts off by the geysers at 1-3.

CREATION OF ZONE TWO

1 To start with, you must transport the mammals (aahh!) to the cave in 1-5.

Go to 1-2 and place a travel pod there. Go to 1-5, using the Pterodactyl to cross the river, and place another travel pod by the cave. Go back to 1-3 and stun a mammal with your beamer. Stand next to the stunned mammal so that it is displayed in the look window, then transport yourself and the mammal to the cave in 1-5. Repeat this process a number of times to stock up the cave (you can put up to 16 mammals there and you can transport them even after creating zone two).

2 Go back to 1-3 and block up the geysers and Zone Two will now be created.

CREATION OF ZONE THREE

1 The first objective is to make a fire by the cave in 1-5 to keep the apemen warm. Place a pod by the cave, remembering that fires last longer in the green area. Go to 2-2 and find wood to transport to 2-5. Go to 2-1 and stand in the middle of the screen on the solid patch.

Go back to 1-1 in the first zone and transport the flame to 2-5 to ignite the wood. If the fire goes out then just reignite it.

2 Now you must unblock the geysers to warm up the planet. The Yeti doesn't like warm weather and so will try to keep the geysers blocked. Distract him by feeding him fish from 3-4 and apples from 1-2. Once you succeed in unblocking the geysers you will have created Zone Three.

3 Now you need to plant seeds in 2-4. Place a pod on the river bank (in the green area by the existing plants) and transport apples from 1-2. Repeat this for both river banks.

CREATION OF ZONE FOUR

The main task before you is the transportation of the round wheel from 3-2 to 3-5.

If you planted the seeds in 2-4, then you should now have trees in 3-4. You need to take the wheel across the river, so you must break the branches of these trees to form a bridge.

Use the Pterodactyl in zone one and as you cross the river-change zones so that you drop onto the branches. Repeat this for the branches on both sides of the river and you can then take the wheel across. There is, however, an even more sneaky way of

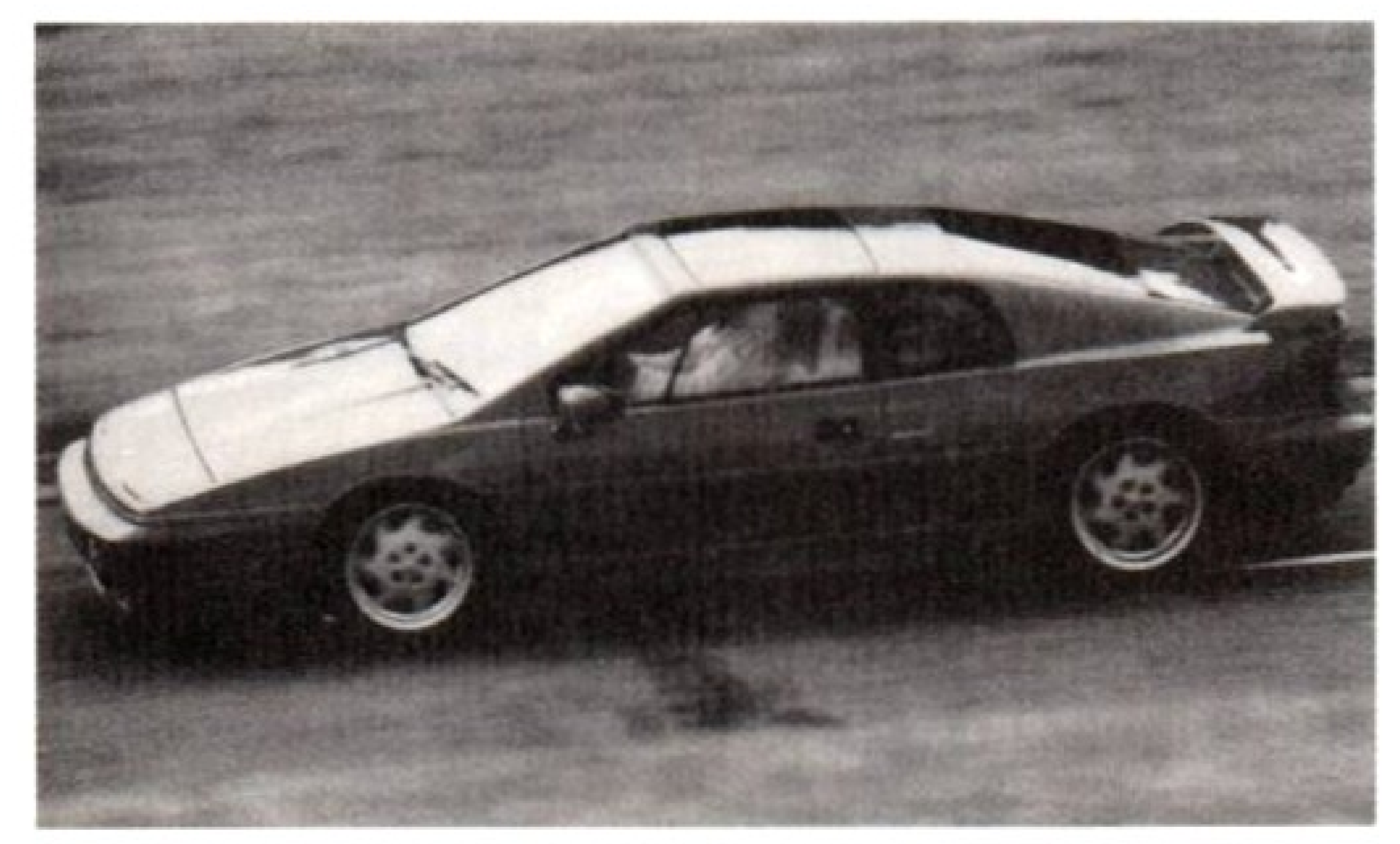
Continued on Page 105 ▸

LOTUS ESPRIT TURBO CHALLENGE

If you're having trouble qualifying, then simply select a two player game, enter player one's name as: IN A BIG COUNTRY, and player two's name as: FIELDS OF FIRE. *(That's enough Big Country albums – Ed).* Now you can qualify even if you don't finish in the top ten.

If that's not enough, then enter MONSTER as player one and SEVENTEEN for player two. You should be able to get into a bonus game!

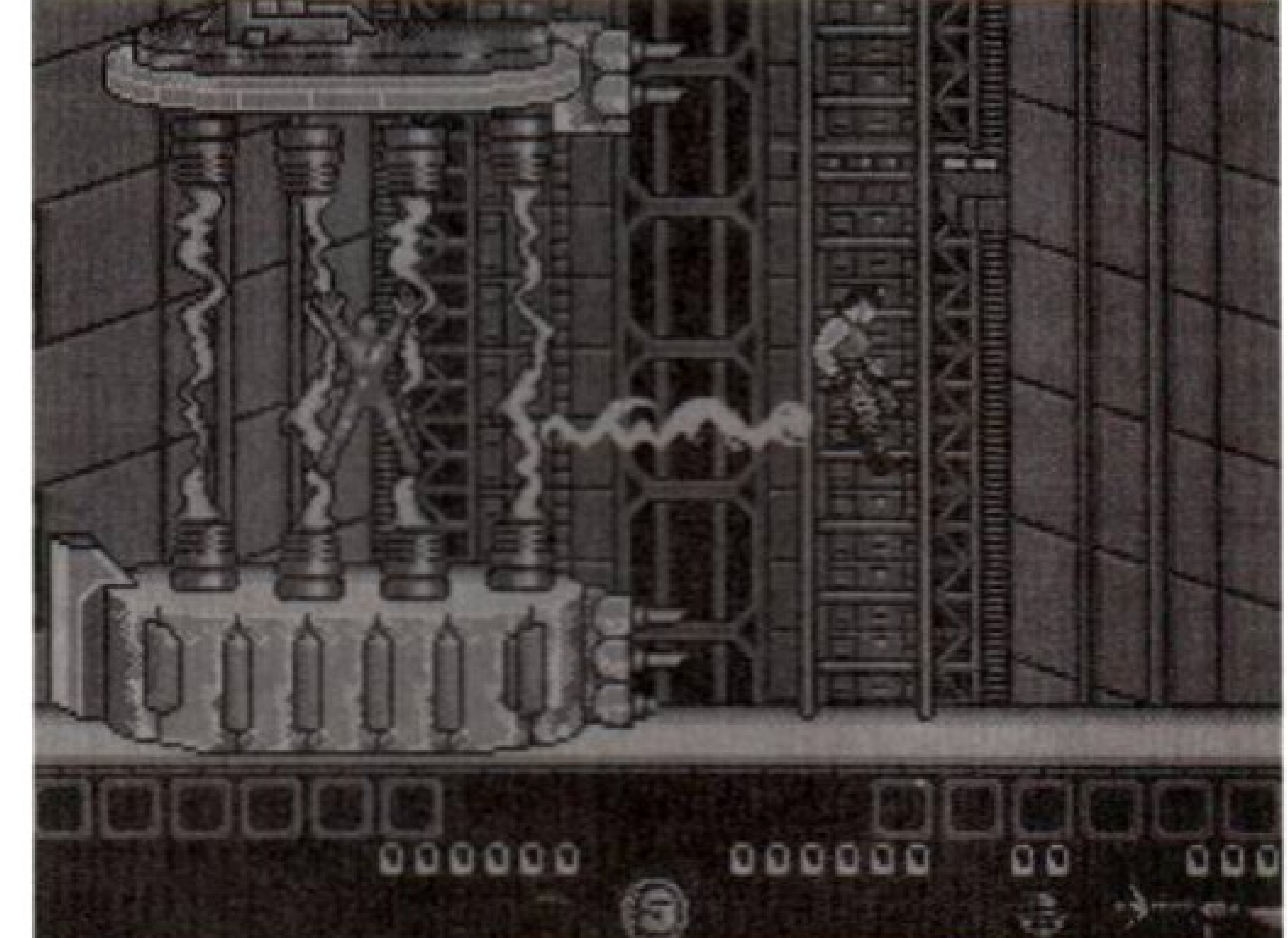
Mike Mee
Rhuddlan, Clwyd



MIDNIGHT RESISTANCE

If you're not a suitable 'hard man' and can't whup the enemy good, then type in: ITS EASY WHEN YOU KNOW HOW (including spaces) for infinite everything. This should make defeating King Crimson a much easier task.

Jonathan Hill
Highstorrs, Sheffield



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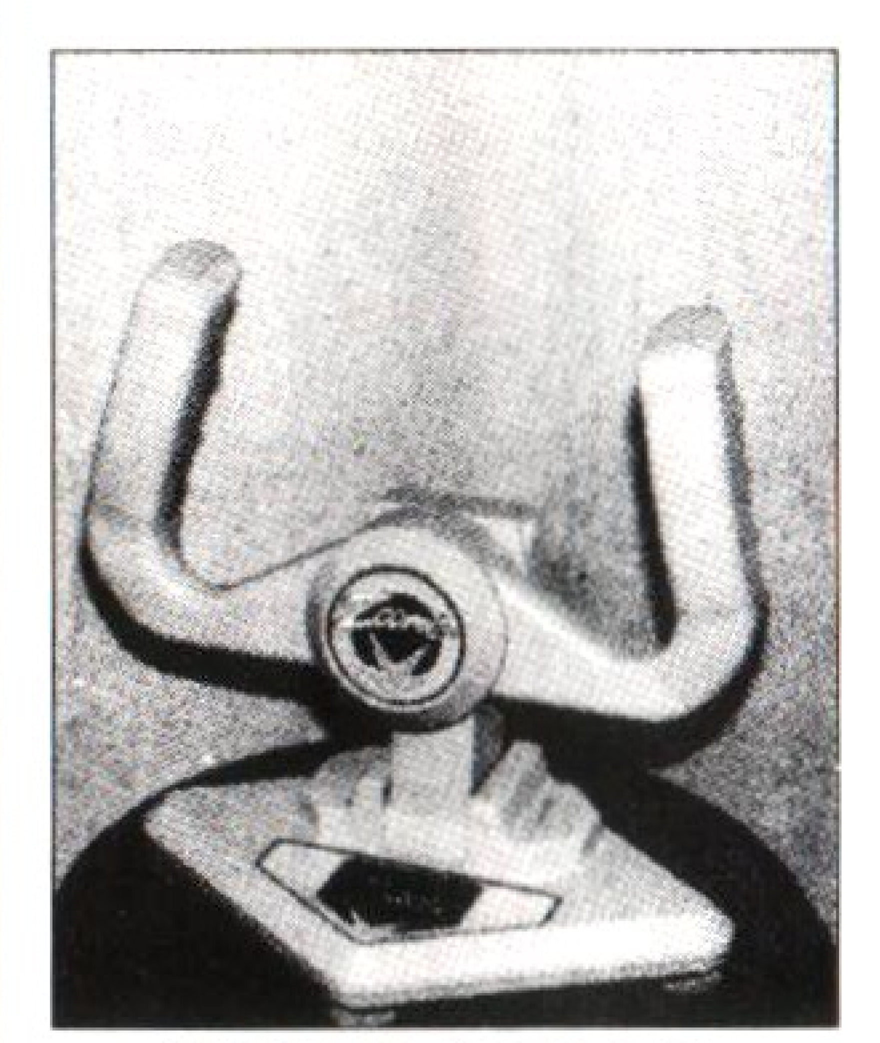
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taking the wheel across. Carry it to 3-3 and enter the hut. You will now reappear in a hut in 3-5. Now just walk up to the square wheel and drop the round wheel. Talk about re-inventing the wheel!

CREATION OF ZONE FIVE

1 The first thing you have to do is destroy Goliath.

Get a powder barrel from 4-5. To avoid the cannon ball, stand in the middle of the screen in 3-5 and change to zone four.
Take the barrel to 4-4 and drop it as near to the right of the bridge as you possibly can. Place a pod near the barrel and wait for Goliath to get near to it. Now transport a flame from 1-1 to ignite the barrel and, in the ensuing explosion, destroy Goliath.

2 Now you have to reveal the oil source.

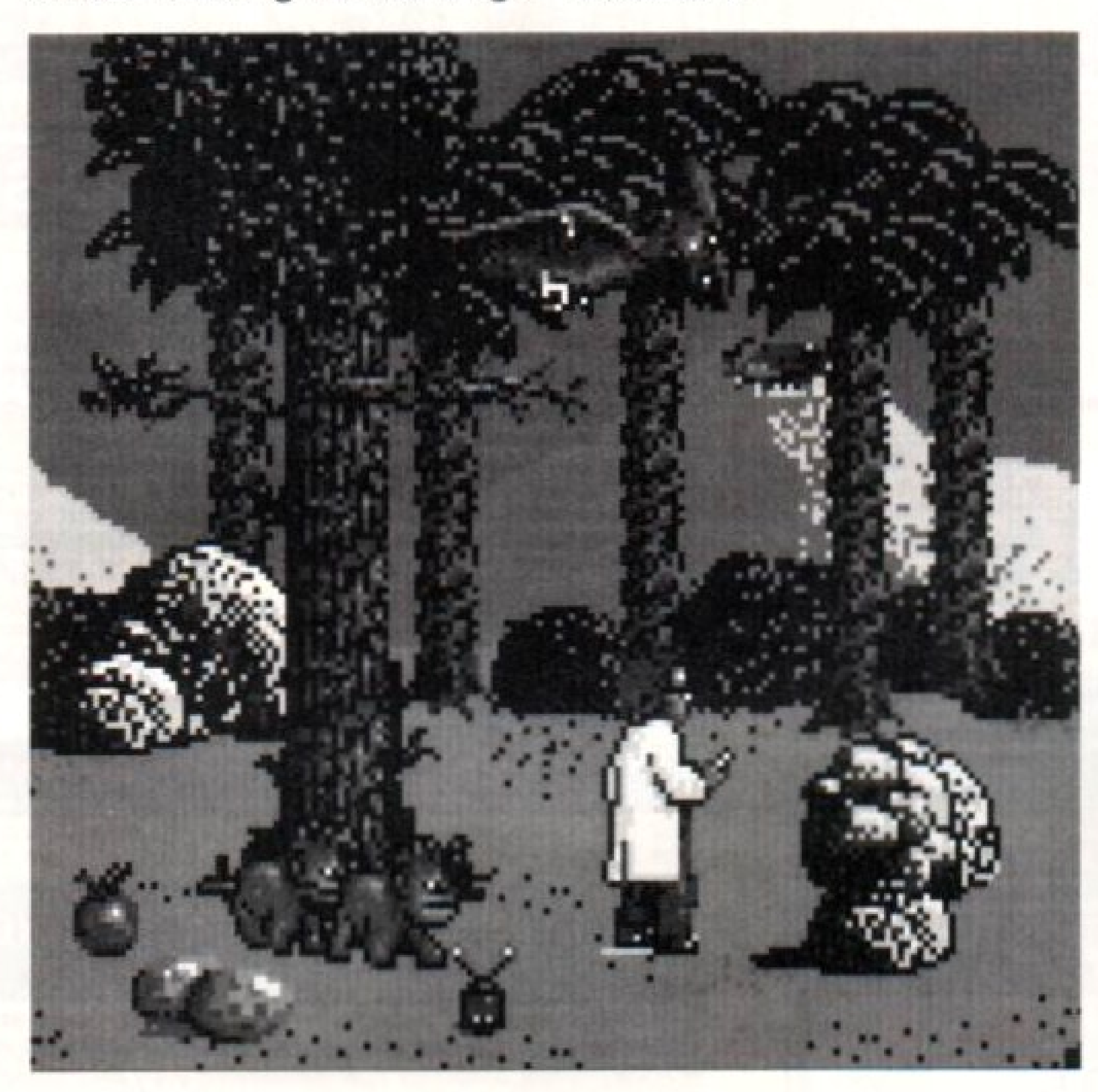
Take another barrel from 4-5, take it to 4-1 and drop it by the moving rock – this is the oil source that you are looking for. Place a pod near the barrel and ignite it to dislodge the rock and reveal the source.

REPAIRING THE TIME MACHINE

1 To start with you need to recover the crystal for the time machine.

Kill a few terrorists in 5-5 and wait for a bomb. Transport this bomb to 1-1 by the rock with the crystal in it and ignite it to dislodge the crystal from the rock. You won't be able to find the crystal in the swamp as it is too deep, but you can find it in 2-1 if you search for it.

Place a pod in front of the time machine and transport the crystal to it.



2 Now you need to switch power to the time machine.

There is a power switch on top of the building above the VID OIL sign in 5-1. Use a Pterodactyl to land on top of the building and beam at the switch to turn the power on and off. However, you must make sure that the crystal is in the time machine before you switch the power on.

Once the crystal is in place and the power is on, just get inside the time machine and do a pick up and you will have completed the adventure.

WINNERS

Just two £50 vouchers to send out this month, since the *Time Machine* tips were sent in by Vivid Image themselves and they're not having one of these valuable items, oh no! The lucky winners this month are Paul Charters for his *Immortal* hints and Robert Dowell for his extensive *Warhead* tips.
If you fancy making yourself a bit of money for nothing, then why not come up with some spiffy tips on a hot game and send them in to GAMEBUSTERS, Amiga Format, 30 Monmouth Street, Bath BA1 2BW. You could be well rewarded for your trouble!

THE IMMORTAL



If those quests are proving too much for those one-meg ownin', troll slayin', adventurin' *(that's enough "in's" – Ed)* players out there, then here are a few hints to help you out.

CODES TO HIGHER LEVELS

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	or cddff10006f70
3	cc5ee21000e10
4	465fa31001eb0
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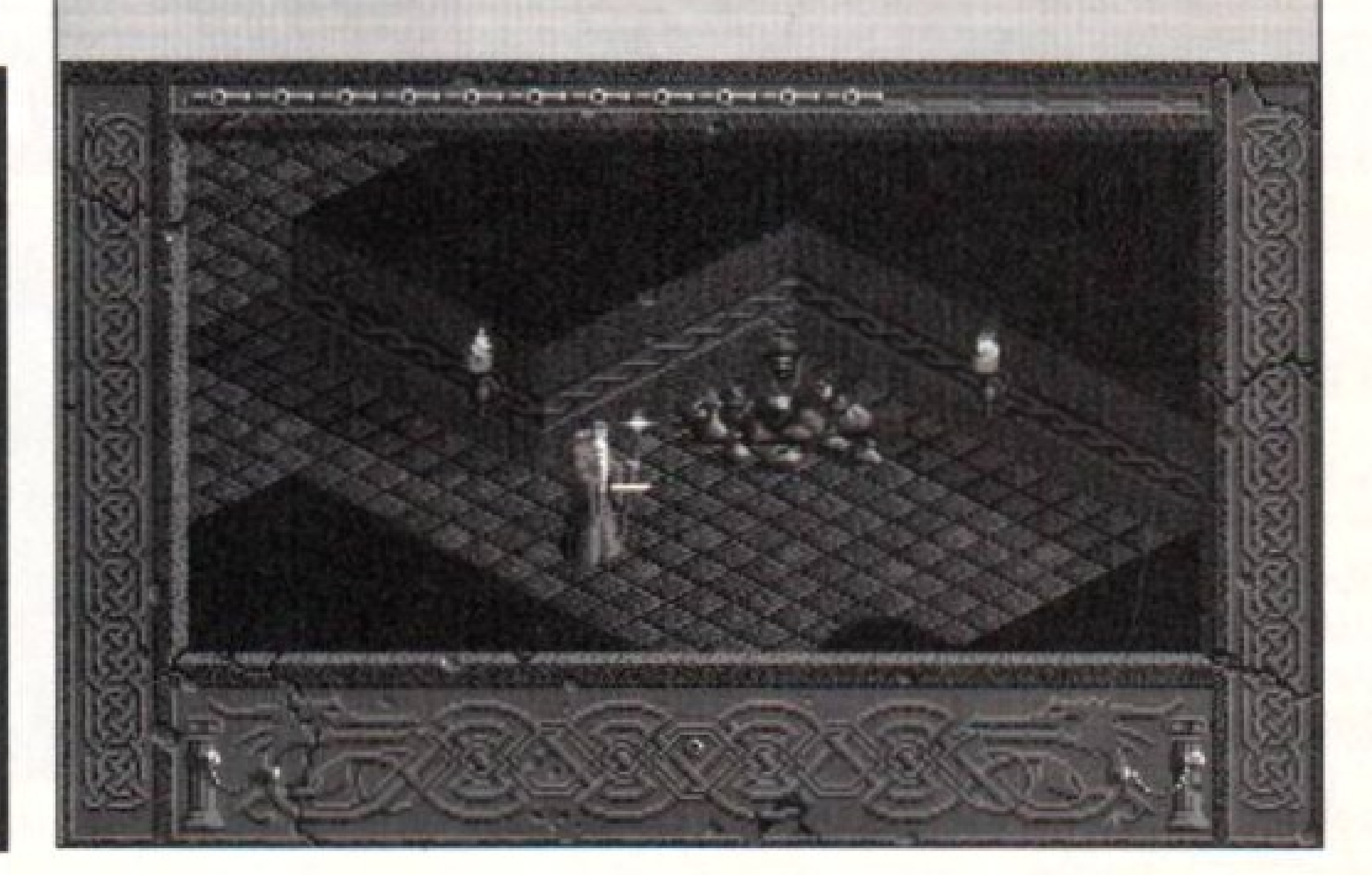
HINTS

LEVEL 4
Walk around the ring on the floor clockwise three times in order to open the floor.

LEVEL 7
When the Norlac dives underwater, you must hurry back and throw yourself into the whirlpool rather than climbing the ladder.

LEVEL 8
To defeat the dragon and Mordamir use six BLINK spells, then use the fire protection just before he breathes fire, not when he takes a quick breath. When he pauses hold up the amulet and Mordamir will spin in. Use the STATUE spell three times to stop being killed by lightning, then just as he starts the next spell put up a SONIC spell. Use STATUE twice more and when he animates the bones hit the statue just before they reach you. He will now say that you have no more defences, so wait until he holds up the amulet then cast the MAGNETIC spell. And there you have it – a completed adventure.

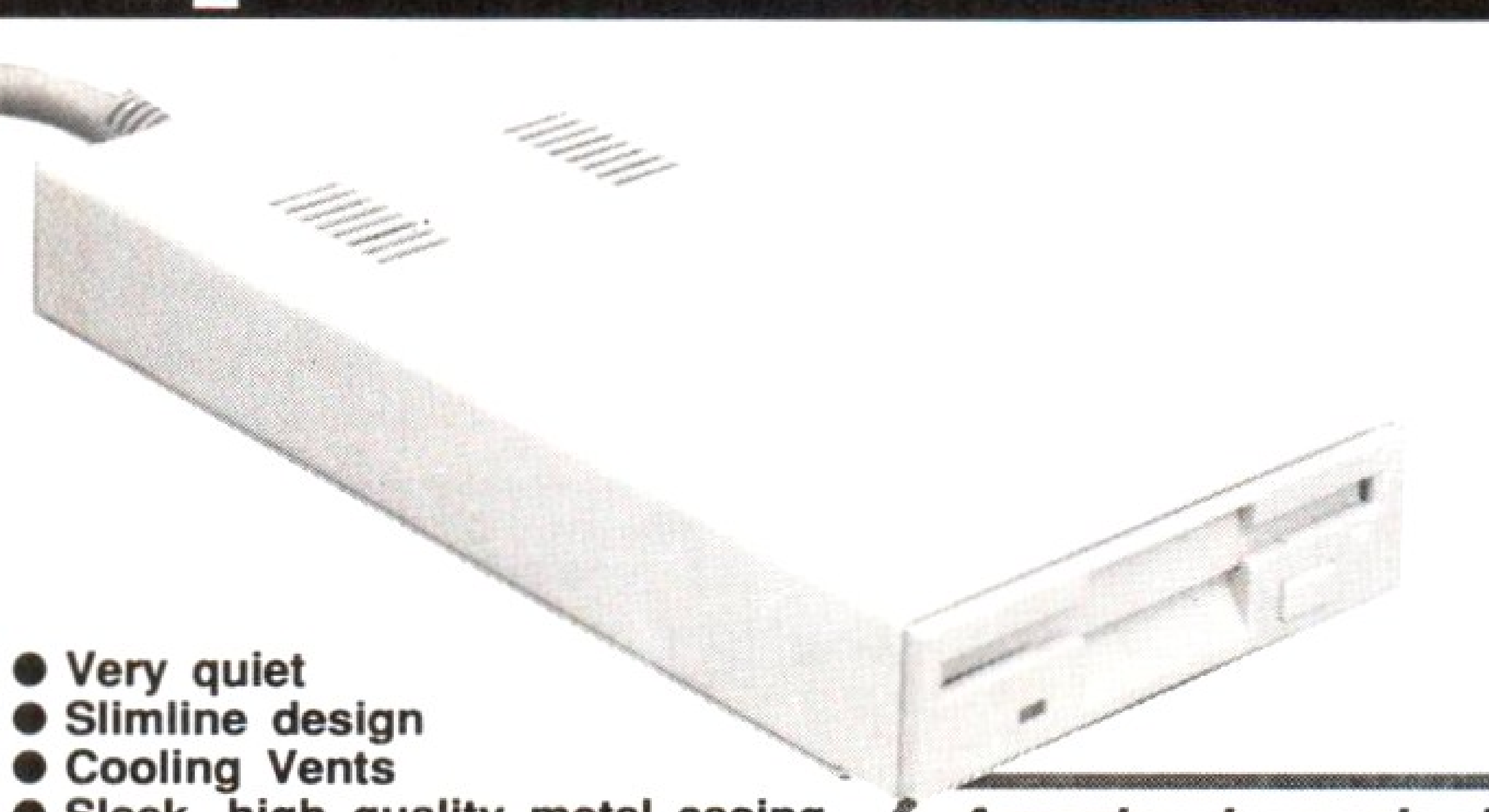
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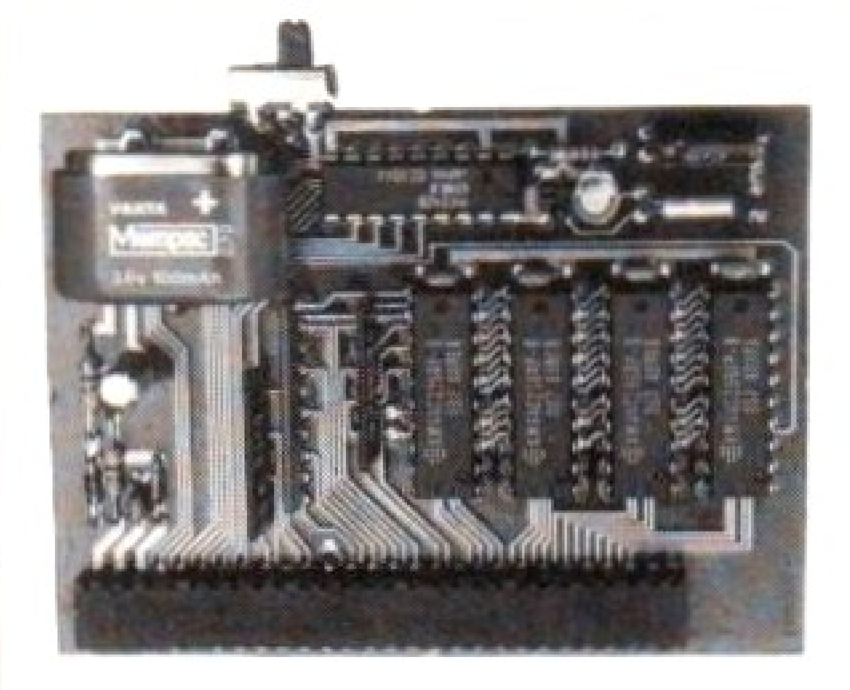


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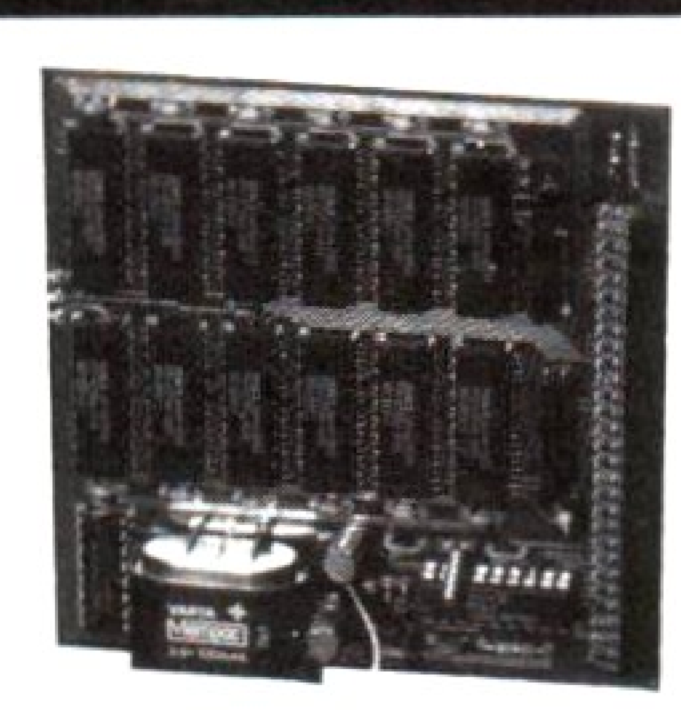
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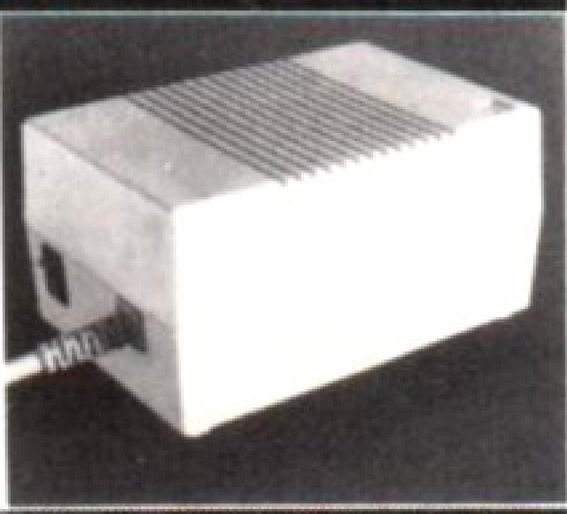
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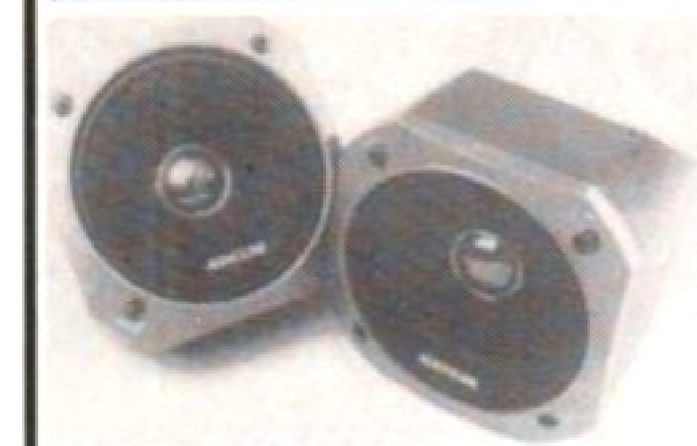


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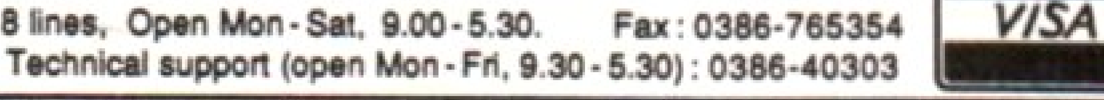
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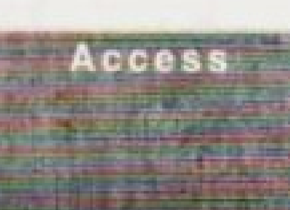
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The 15 Best Games of All Time

On these pages you will find the best 15 games of all time – the games you cannot afford to be without. Not all of them are new – some are more than two years old – but all of them are classics that will stand the test of time.

If you want to buy them (and you should!) but you can't get them from your normal outlet, then try the software house direct, mail-order companies or the bargain bins of software shops. Where games have already appeared on compilations we've tried to track them down, but keep an eye out for the older games here appearing on new compilations or on budget labels.



RAINBOW ISLANDS

OCEAN £24.99

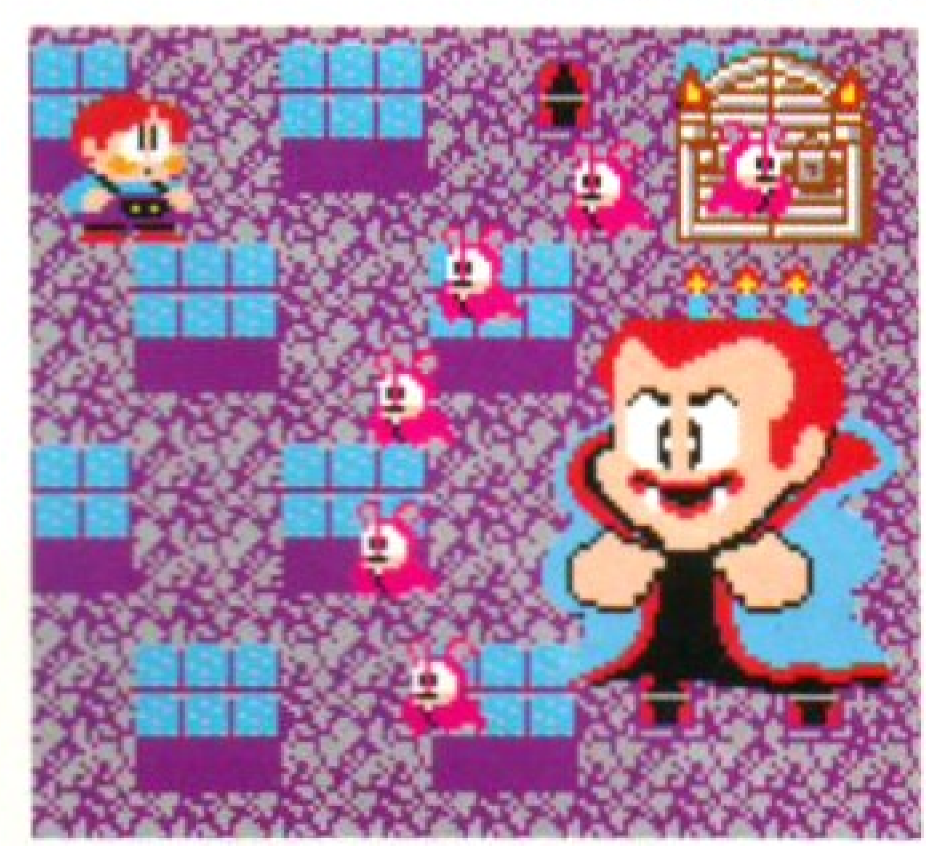
Without doubt the best coin-op conversion of all time, not just because of the excellent programming but because it was a brilliant game in the first place. Sure enough, it sounds like a dumb Japanese idea – a cute character who leaps about platforms shooting rainbows – but it's one of the most addictive platform games there's ever been.

There are seven islands in the game, each one split up into four increasingly difficult levels. The aim is to make your way up the vertical levels by jumping on platforms or climbing the rainbows you fire. The depth lies in the detail that the game gives in bonuses, secret rooms and level design, all of which makes it both a big challenge and great fun to explore.

This is a classic arcade game that deservedly scooped the title of *Amiga Format*'s game of the year for 1990.

TIPS – Always try to collect the diamonds in order so you can use the secret rooms and avoid the end-of-level guardians. Many monsters can just be trapped under rainbows and jumped on to turn them into a gem. On all the islands it's worth remembering that monsters only have to be near the rainbow when it's broken to be turned to a gem. This is particularly handy for dealing with flying monsters and for killing monsters on a platform above you.

TARGET – Get into all the secret rooms and complete the game, but do not pick up any of the permanent powers in the secret rooms!



SPINDIZZY WORLDS

ELECTRIC DREAMS £24.99

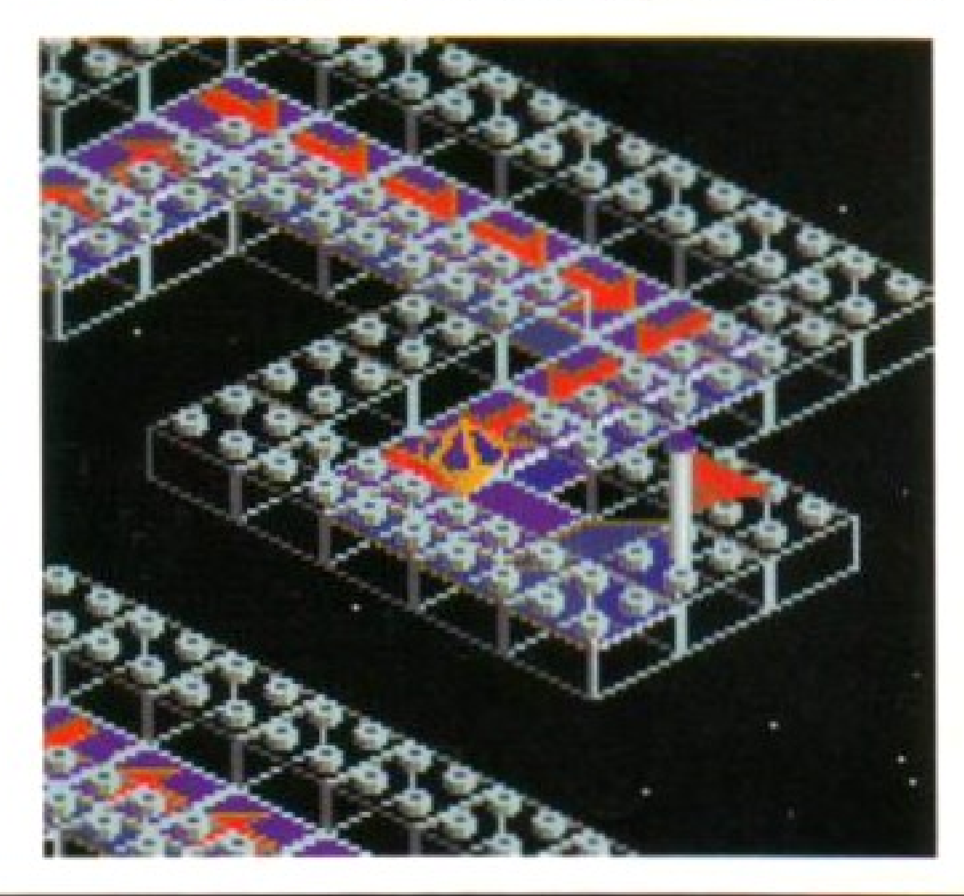
A recent addition to the list of classic games, but one which will be around for a long time because of its originality, detail and difficulty. The action revolves around a spinning top called Gerald. He has to collect jewels and other objects that supply him with fuel, while avoiding things that take fuel away.

The joy of the game is the control of Gerald and the complexity of the worlds which he has to get through – both are exceptionally good. The worlds are full of ramps, drops, switches, lifts and other things that make wicked puzzles and fascinating places to explore.

You will need a combination of great joystick dexterity and mental agility to complete the game, but once you are in the groove it gets very hard to stop playing. You're always trying to complete just one more world.

TIPS – One crucial thing to work out is using the brake, which is tricky because it's the Space bar. Work out the best way to hit it without affecting your joystick handling – using a foot may suit you, or a suckered joystick with a trigger so that you have a hand free to operate the brake, or just keep one finger free and play very close to the keyboard – whatever works for you. Also try to go everywhere with the fire button pressed and using the brake – for the levels with a time limit you will often have to do it that way, so it's as well to get into practice.

TARGET – Complete Easydizzy without having to retry a world.



TOTAL ECLIPSE

MICROSTATUS £24.99

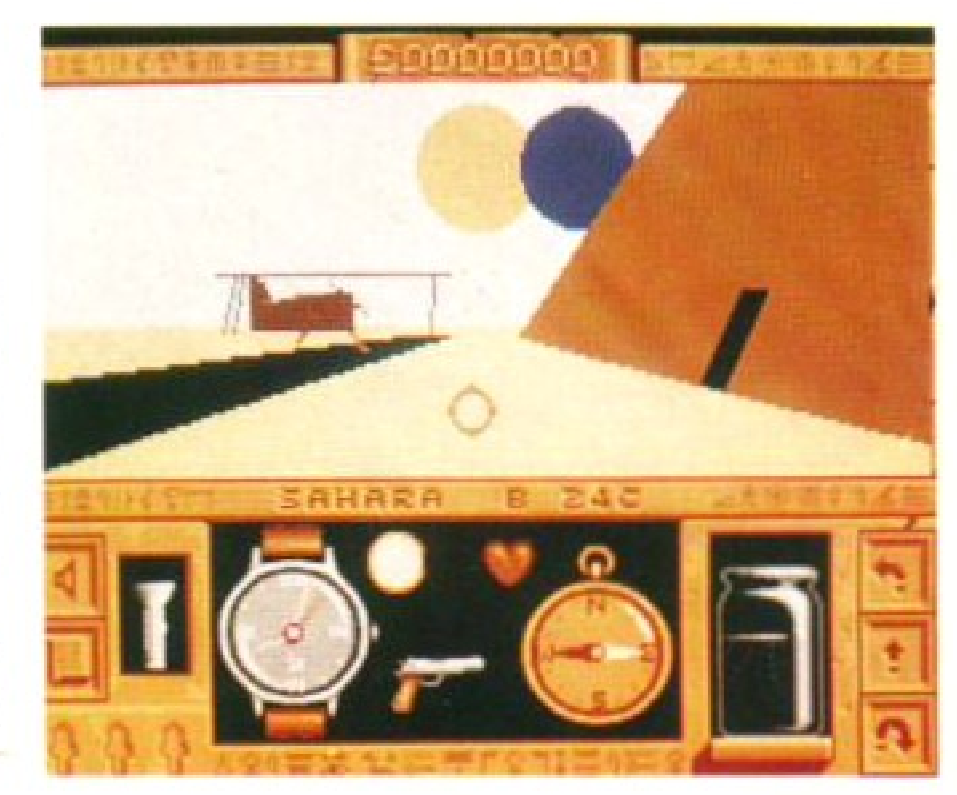
The greatest Freescape game of them all. It sets players the task of averting an ancient Egyptian curse. The pyramid you must explore is made of solid 3D blocks that can be moved, crawled over, walked along and shot to reveal the path to the centre of the temple.

With only two hours the time limit is tight and so is the water supply. You must replenish continually for a successful completion of your mission. The puzzles and traps that guard the central temple are fiendish, requiring masses of lateral thinking as well as manual dexterity.

It's a huge world, where the complex 3D system has allowed the authors to play visual tricks. This mindbending blend makes it a classic that even Incentive haven't managed to top yet. It will be interesting to see how their 3D expertise turns out in the forthcoming *3D Construction Kit* – see Previews on Page 47.

TIPS – Water, water everywhere and not a drop to drink! That's the problem. If you don't have water, you die. Small troughs litter the place, so top up at every one. Check under and behind everything – doors and Ankhs are well hidden. Keep shooting – many objects take multiple hits before they activate. In the final room, you'll have to blast the statue 45 times!

TARGET – Finish the whole game in one go, without saving it, and having collected the absolute maximum of 4,350,000 in gold.



TOWER OF BABEL
RAINBIRD £24.95



Shoot-em-ups are fast and furious and can be a lot of fun. Puzzle games require thought and the player gets a great sense of achievement when something is completed. *Tower Of Babel* combines the tension and panic of a top-notch shoot-em-up with the cunning and strategy found in a good puzzle game.

Busting at the seams with different – sometimes wacky – puzzles, it keeps you playing and playing. None of the puzzles take long to complete once you've found the key to them, but finding that key can be a mammoth task.

Like *Nebulus,* it is about getting to the top of towers, but by very different methods because in this biblically-inspired game (Noah's descendants trying to build towers to heaven) you control three robots with different abilities for overcoming obstacles.

TIPS – Get the overall picture first. Look at each level from the corner towers and work out exactly what you need to do before starting. When you're up against a time limit use the programming option as much as possible because you'll often find you can have two or three robots working at once. Often one will need to do something before another can do something else, so start them off in the right order. Don't bother completing every puzzle – once you've solved enough to move on to another frame, do so!

TARGET – Complete 15 levels with pre-programming and *never* take direct control.

STUNT CAR RACER
MICROSTYLE £24.95, CHALLENGERS FROM UBISOFT £29.99



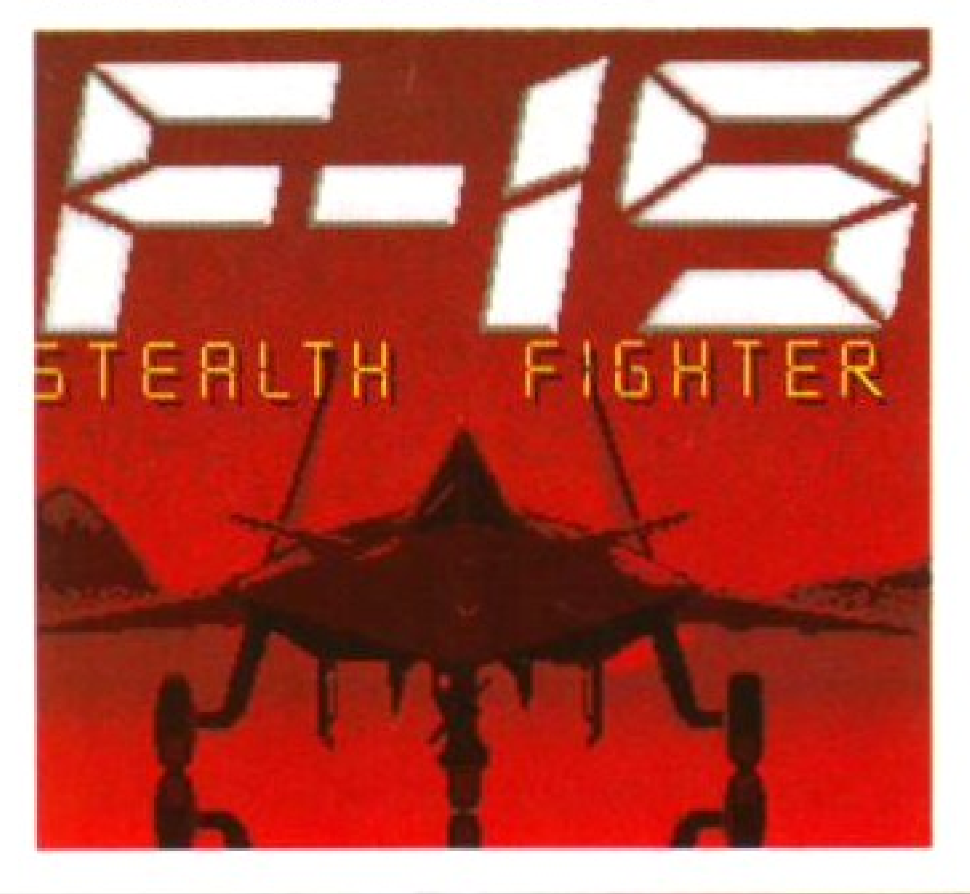
This racing game takes the genre into a whole new dimension of difficulty and originality. No flat turns for this game: we are talking banked curves, huge humps and jumps, drawbridges, long drops and, best of all, an opponent determined to cross the finish line before you.

The names of the tracks sum up the amazing driving you can expect – Rollercoaster, Ski Jump, High Jump and Stepping Stones are four of the eight you have to master. Everything is drawn in solid 3D which is not very detailed, but what matters is the speed of the action and the realistic crunching feel of driving the car. You suffer with every bounce and jump landing as if you were really there – it's terrifying! The computer opponents are hard to beat and get harder the further you go, but another joy of the game is that you can play against a human opponent via a datalink. Against them yo'll have a marvellous time trying to outrace one another or barge each other off the track.

TIPS – If playing a human opponent, go for the ram straight off the start line – if they aren't ready for it, you'll win. Don't try it against the computer because it never falls off. Save the game every time you get promoted, the only sure way to make progress. The computer cars are good, so you always risk demotion.

TARGET – Get into the Superleague without using a saved game at any stage and then get every lap record in the Superleague.

F-19 STEALTH FIGHTER
MICROPROSE £29.99



A state-of-the-art sim for a state-of-the-art warplane. An excellent flight simulation, *F-19* is also a first-class game. Take the invisible aircraft on missions over four different war zones on three different hostility settings. Each has its own problems and perils.

The game is crammed with extra detail that you don't need – like accurate star maps, for example – making the whole thing vastly more terrifying and vastly more exciting! The range of missions and weapons is enormous.

What makes it so good is the plane on which it is based. The aim of the craft is to go about bombing while remaining hidden from radar. The game's display features a gauge, which reveals the strength of the radar and the radar profile which the craft is showing. Thus, the normally tedious flying between targets becomes a game of cat and mouse, as the plane has to be flown via the least detectable route with the track gauge blipping ominously close to the detection threshold as fighters zoom around and the target nears.

TIPS – A Stealth Fighter is designed to hide and not to swoop majestically around the sky - it flies like a brick. Learn your craft before taking on any of the big missions and get to know your weapon systems – missiles are not always the best tools for the job. Finally, read the manual! In the MicroProse tradition it's packed with genuine flying hints and tips.

TARGET – Fly in central Europe on strike missions in a conventional war, but navigating only by the stars.

POWERMONGER
ELECTRONIC ARTS £29.99



Play a demi-god and rule the world by force of arms. Similar to *Populous* in look, this god game has a strategic bent. Your aim is to conquer 195 different worlds.

Icons control the whole affair as little men farm, war and invent to further your glory. All the time other, computer-controlled demi-gods are out to get you, so caution is advised as well as a sense of adventure. When taking on the bigger lands you control multiple captains who can only communicate by carrier pigeon. Logistics demand a well-thought-out plan that is rigidly adhered to.

It is a graphic delight – the little people are once again charming, the maps convincing and the controls and options brilliantly flexible thanks to the vast number of icons. It is not exciting in the traditional adrenalin sense, but it is a test of planning skill and nerve, and delightfully illustrated.

TIPS – Listen to your captain. Each world has a number of basic strategic requirements for victory. If you give the Captain an order that goes against these basic principles – ie something really tactically daft – his response to your order will be a muted 'yeah'. If the order is sound and satisfies the parameters of that world the captain positively shouts his approving 'yeah'. They are not always right, but they are a useful yardstick for shots in the dark.

TARGET – Clear three consecutive lands without inventing.

KICK OFF 2

ANCO £19.95

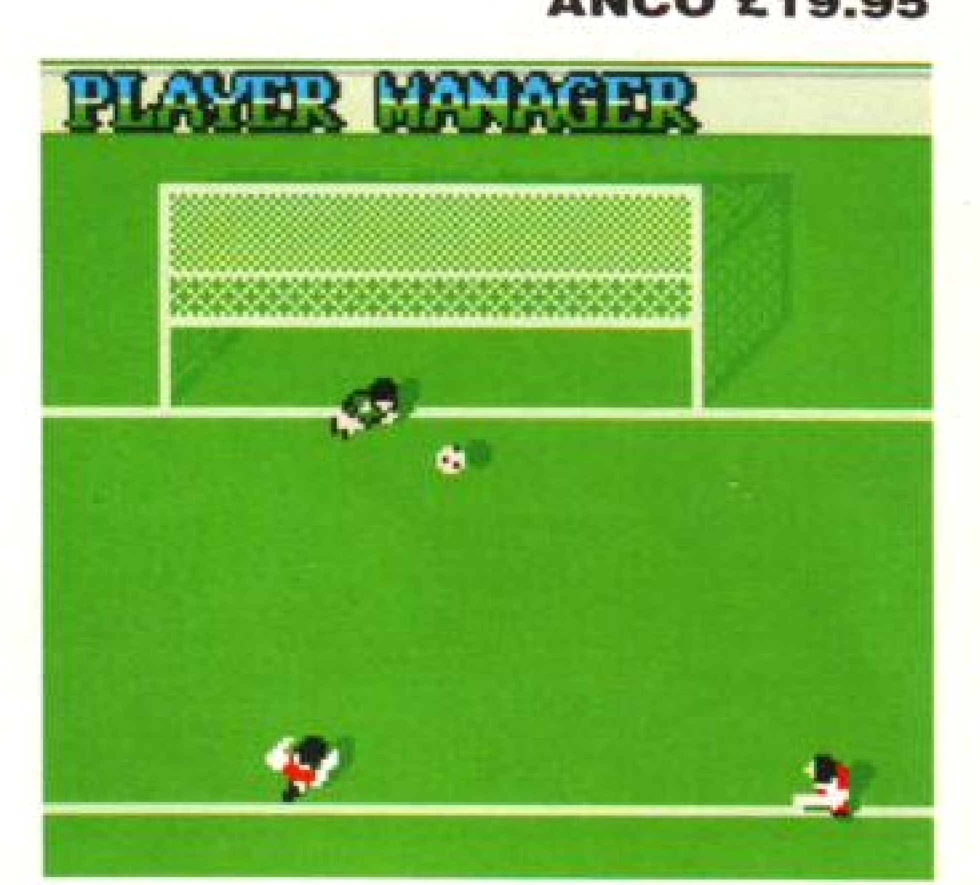
This is the best football simulation you will find. In fact, it's more than that – it's a brilliant game. It's fast and furious, full of options and controls, exciting to watch as well as to play, incredible fun to play against a human opponent and a tactical challenge to boot.

It also has a whole host of associated games and data disks. The original is on compilation, there's *Player Manager*, concentrating on the management side, *The Final Whistle* providing enhancements to *Kick Off 2...* and there are more data disks on the way.

All the action is viewed from overhead on a scrolling pitch with small players, but that isn't a problem. The success and addictiveness of the game is due to two factors - speed and control. The game proceeds at a hectic pace to produce rip-roaring end-to-end football.

TIPS – To get a good chance of scoring from the kick off, run up the field and when you reach the edge of the centre circle use aftertouch to chip the ball upfield. Often the bounce will baffle the keeper and earn a quick goal. If the opponent's goalie is too good, then run your finger along the function keys and substitute him for one of your own players! Free kicks are tricky, but a good method is to hold the stick sideways away from the goal before you kick, then towards the goal just after you hit the ball.

TARGET – Beat a computer International level team with five of your men sent off.



XENON II

IMAGEWORKS £24.99, POWERPACK FROM BEAU JOLLY £24.99

There are umpteen decent shoot-em-ups for the Amiga and picking one to represent them all is difficult, but *Xenon II* stands out as a great combination of graphics, soundtrack and incredibly addictive gameplay.

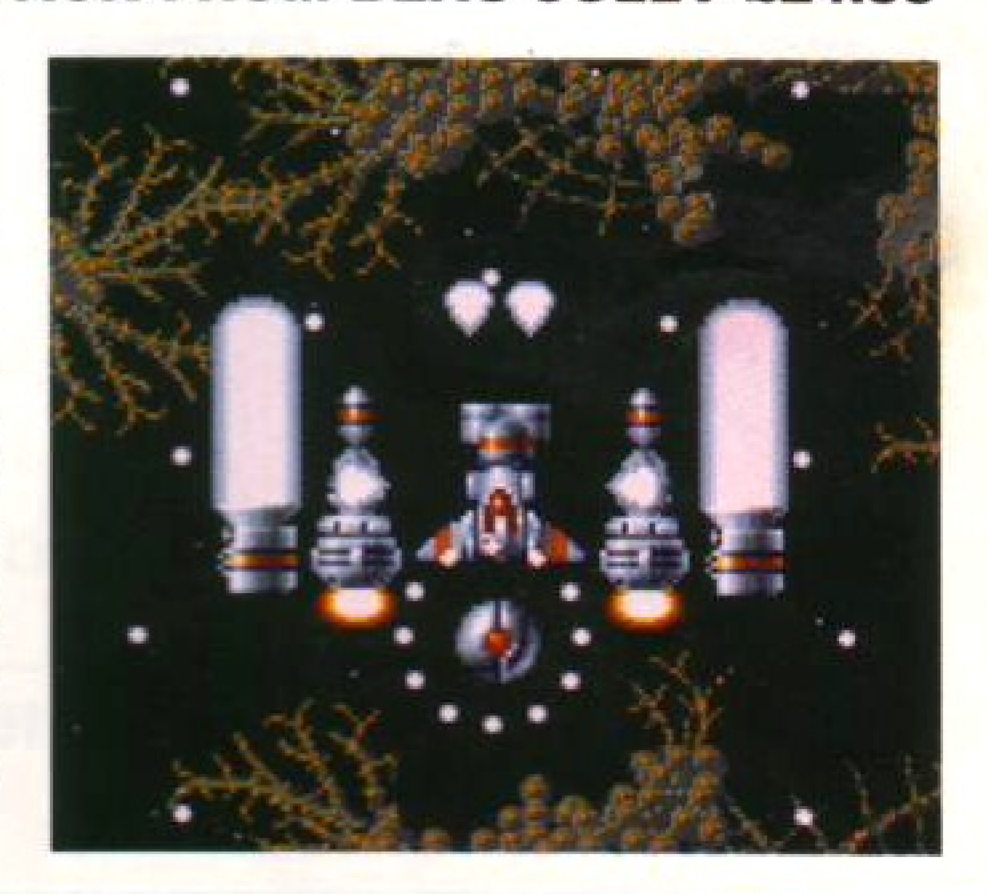
It's a vertically-scrolling shoot-em-up with masses of add-on weaponry that can turn an initially wimpy ship into a high-powered dealer of mega-death. There's the usual mix of alien waves to destroy, end-of-level guardians, weapons to collect and weapon shops to visit. The soundtrack is by Bomb the Bass and provides a driving beat to accompany the action.

There are other shoot-em-ups worth mentioning as alternatives: *Denaris, Silkworm* and *X-Out* are all excellent horizontally-scrolling games, while *Battle Squadron* is the main competition on the vertically-scrolling front.

If it's total destruction, loud noise and a graphic treat you want then this is the one to go for – a killing ground par excellence.

TIPS – You are going to need a good autofire joystick or your fire finger is going to get knackered, very fast. Do not buy advice from the shopkeeper because it's of the unhelpful variety like 'shoot the enemy' and 'collect the money'. Also do not bother with Nashwan power, because it may look impressive and cause immense destruction, but it only lasts for 10 seconds and so isn't really much use.

TARGET – Complete the first level without picking up any extra weapons.



CAPTIVE

MINDSCAPE £24.99

Dungeon Master goes cyberpunk. You play a prisoner who has been locked away on a remote starbase. Your only chance of escape is to guide four robots controlled by remote to your cell. This takes them on a ten-base romp, fighting against ever more impressive foes. To begin with the droids only have their bare hands to fight with, but as the adventure unfolds they can be armed with swords, guns and other exciting military hardware.

What sets *Captive* apart is its robot theme. This means the boys can be totally destroyed, and you can bolt them back together again. There's a continual search for power, plus some tough fighting and thinking in order to free the Captive. What's more, after the tenth base the plot takes a major twist and you realise that the fun is only just beginning...

TIPS – Save, save and save! Whenever the team has been re-built, refreshed or rescued, save that game so you can return to that point. If in doubt, think *Dungeon Master!* Tony Crowther (the game's designer) loved *DM*, so it's worth trying tricks learned there, such as shutting doors on opponents to cause them damage. Finally and most importantly, map as you go. Each base has to be destroyed from within, so you need to know the way out for running away when the charges have been set.

TARGET – Clear Base Five using only knuckledusters, fists and electric sockets – no guns or axes.



DAMOCLES

NOVAGEN £24.99, MISSION DISK 1 £9.99

After wowing space adventurers with the classic *Mercenary,* Paul Woakes finally produced the long-awaited sequel in the shape of *Damocles.* Even after a two-year delay, the game turned out to be well worth the wait.

The superb 3D generates an atmospheric world which you can explore freely, finding many different vehicles, objects and places. Fortunes can be made by brave and ruthless mercenaries, but a good deal of thought is also needed to figure out the taxing puzzles and save Eris from destruction. Even if you do figure out a solution, there are more to be found!

The challenge need not end with this original either, because if you check the Screenplay section in this issue you will find a review of the Mission disk offering even more adventuring. Even if you just get the original game this will still plunge you into one of the most believable and atmospheric worlds ever created.

TIPS – Look carefully at all the objects you come across – they're not always what they seem. Travelling between planets by spaceship eats time and reduces your chances of completing the adventure. Work out how to use the transporters to get to where you want to be. Bureaucracy reigns in the future – look out for those misleading official messages!

TARGET – Complete the Novabomb adventure without using transporters, then go to the casinos and use your fee to win loads of dosh without using saves to hedge your bets.



POPULOUS

ELECTRONIC ARTS £24.95, PROMISED LANDS DATA DISK £9.99



The original god simulator gives you total control over lots of little people depending on your help for their survival. However, a rival god is trying to do the same for his population and the contest that ensues is tough, dirty and will last for a thousand landscapes.

On each new landscape the task is to alter the land so that your people can settle on it. The more people you have, the more energy you get to indulge in acts of god.

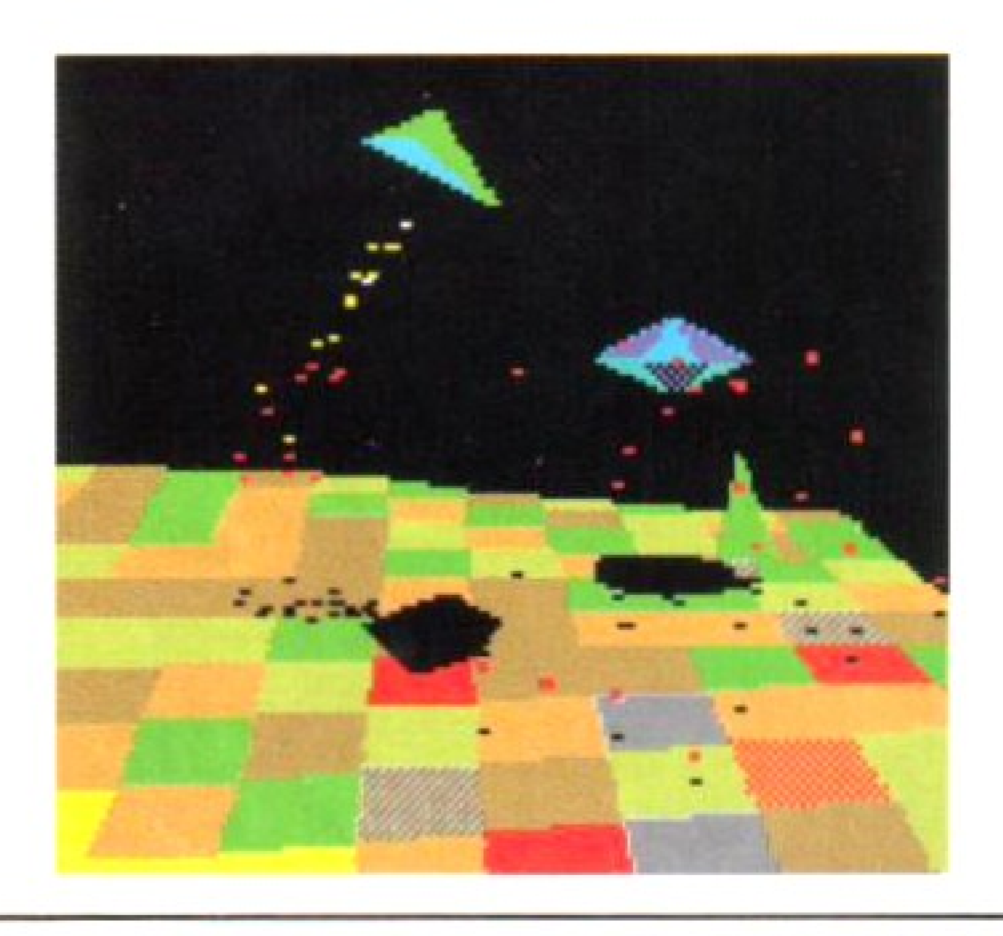
There are lots of nasty things you can visit on your opponent's people including swamps, volcanoes, earthquakes and even knights who burn their homes. The only aim is to destroy the opposing deity's population - completely! All this brutal nastiness is made even more enjoyable by the ability to link two machines and play a human opponent. With 1,000 different landscapes and several terrain types, this game will be on your 'must play' list for years.

TIPS – Volcanoing the opposing population in the same spot several times is very effective. Keep building settlements throughout the game: power, the key to the game, is derived from settling. If they are too comfortable and have lost the inclination to explore, reduce the settlement size until it's too large to hold the population: the settlement will kick someone out to settle new territory.

TARGET – Not using your divine powers to complete a world is extremely hard – so try to complete three in a row like that!

VIRUS

FIREBIRD £19.95



This is still one of the best examples of 3D graphics and features a superb control system which no-one else has approached in the two years since it was released.

It's a shoot-em-up in the *Defender* tradition, where the alien invaders put up a real tough fight. The graphics are quite extraordinary – a 3D patchwork landscape that moves at high speed, while your craft and alien ships blast through the sky in deadly dogfights.

The mouse control is tough to learn but fantastically responsive once you have. The aliens demonstrate wicked intelligence and make worthy opponents. It's a game that demands and gets total concentration and rewards it with a real feeling of achievement. Sadly, it's currently hard to get hold of – your best bet is to check if any of the mail-order firms have stocks left.

TIPS – Missiles are precious – use them only to take out attractors and mystery craft. By hovering low over the water you can see the shadows of attackers. Along with the sound cues, this allows you to manoeuvre and thrust at the right time to gain height and attack. Take out bombers and seeders first because the landscape bonus earns valuable lives. On later levels, refuel just before the pests arrive - you won't be able to when they're around.

TARGET – Either destroy all the scanners on Wave One and get to Wave Five flying blind, or score over 250,000.

BALANCE OF POWER 1990

MINDSCAPE £24.99



This game is about global political domination and is presented in a frighteningly realistic manner. These days, its East-versus-West Cold War outlook is beginning to be dated, but the strategy and tactics involved in the gameplay are anything but.

It's the most detailed simulation of global politics there is and has the unique distinction of having been reviewed in the *New York Times*, of all things. You control either the USA or USSR as they attempt to dominate the world, swaying countries over to their way of thinking by any means possible. It's pure, brilliant, unadulterated strategic gameplay.

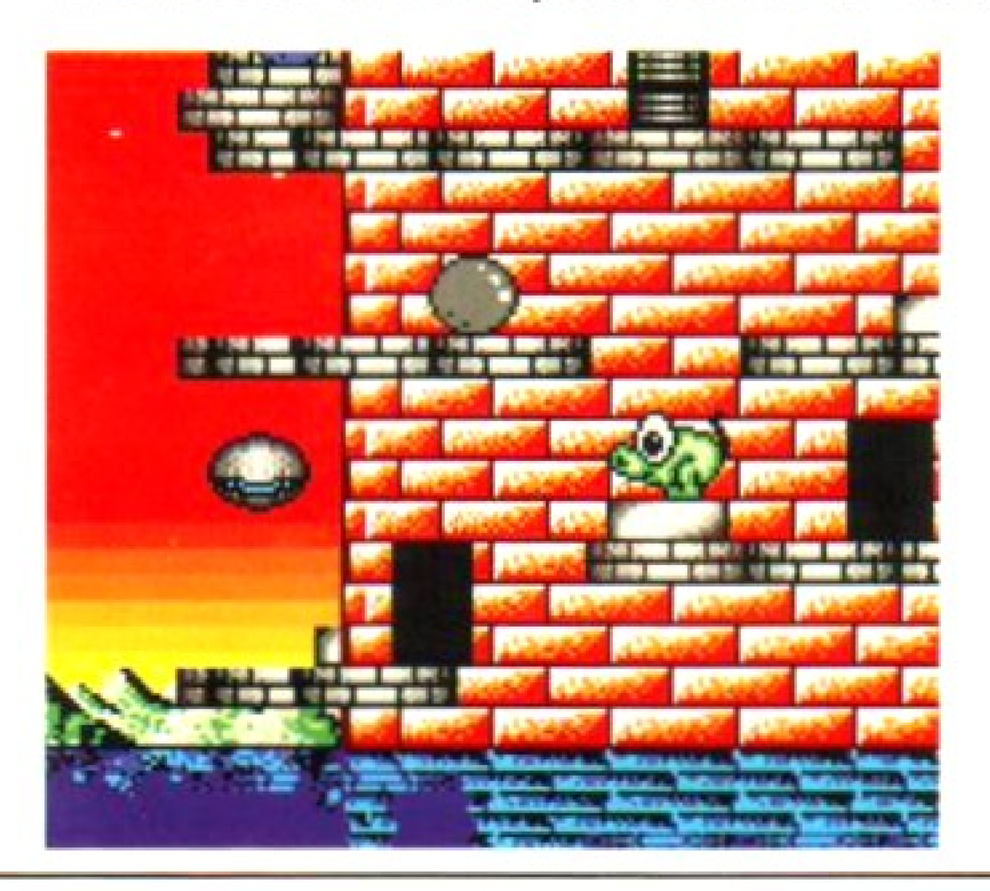
What both players are trying to avoid is nuclear war – there are no prizes for causing one. That isn't easy, because when you're presented with the enormous range of problems in the game you can easily go to DefCon 1 over a little thing like a trade treaty with Libya. Superb stuff that can make weekends disappear.

TIPS – General tips are not easy to give, other than to study the world's political situation for real. However, what we said in Issue One of *AF* still holds true: striking a balance between surviving and scoring points is the art of the game. Factors to bear in mind are spheres of influence, precedence and relative importance. The advisors are a good general guide - but the hard decisions are all yours!

TARGET – Just playing the Multi-Polar level is a challenge in itself.

NEBULUS

HEWSON £19.99, JOYSTICK LIGHTNING COLLECTION £24.99



This is a totally unique platform game that has never been bettered for innovation – but *Nebulus 2* is due out soon and should change things. The original contains many conventional platform game features and puzzles which you could find in any number of games, but its originality lies in the fact that the game takes place on revolving towers.

A cute little character called Pogo has to make his way to the top of the towers by jumping, running and taking lifts, avoiding the hordes of hazards that are thrown at him along the way.

The delightful graphic presentation of the revolving towers not only looks good, but is important to the gameplay because the towers wrap around – and that becomes crucial to many of the puzzles. All the puzzles, timing problems and hazards have been worked out in the finest detail to produce challenges which are initially easy to get into, but which work up to fantastically devious and complicated levels.

TIPS – The most important thing to learn is the timing of the appearance of the spinning alien: get in rhythm with it in order to save an awful lot of sudden drops. Watch out for areas where being knocked down by the alien is vital to progress.

TARGET – A really tough challenge is to complete the first three towers without being knocked down once, so that you earn the 100% technique bonus.

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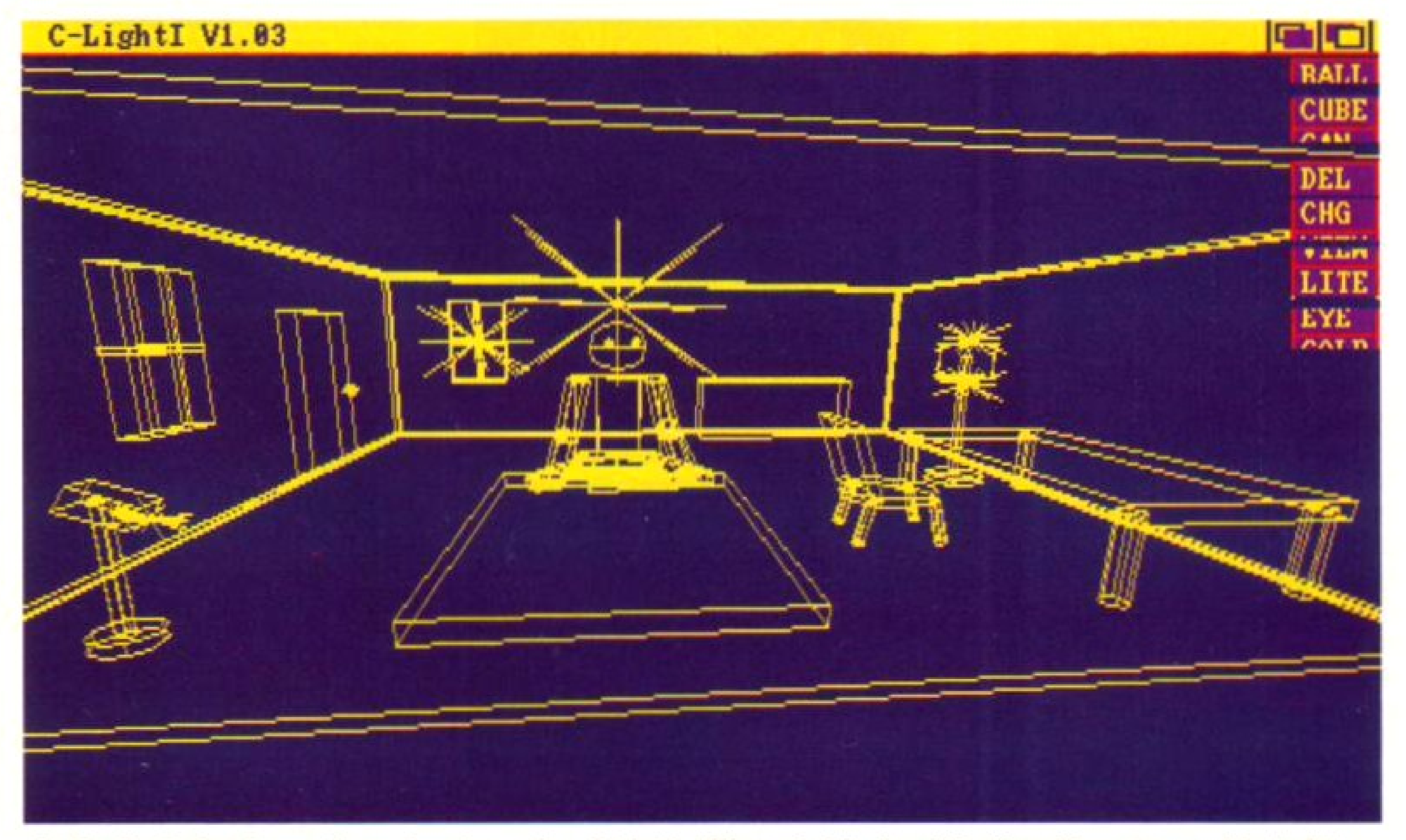
PD Update

Another adventurous journey of exploration into the universe of free software. **PAT MCDONALD** is your guide to taking a walk on the serious side, while **MAFF EVANS** dons hip street attitude clothes and checks out the Demos.

C-LIGHT
SENLAC SOFTWARE 1003



Although the ray-tracing results obtained by *C-Light* cannot quite compare with those of the more expensive commercial products, worthwhile efforts can be achieved.



In the first step towards ray-tracing using *C-Light*, different objects added together are used to build up complex shapes in the wireframe editor.

If you've ever wanted to try your hand at creating ray-traced images but don't want to spend a lot of money on *Turbo Silver* or *Sculpt*, take a look at this. *C-Light* is a simplified ray-tracing program by Ronald Peterson that gives you some ground knowledge and hands-on experience.

Ray-tracing, for the uninitiated, is a technique whereby a 3D scene is defined in outline on a computer. When the layout of all the objects is to the operator's satisfaction, the computer goes off and traces all the possible light rays bouncing around the scene. The result is correctly-shaded 3D scenes with perspective, surface textures and shadows all perfect.

C-Light works in two parts. First the scene must be worked out. Up to 170 objects can be placed around the 3D world – they must be cubes, spheres or cylinders. Each one can be stretched and rotated, so quite a large amount of messing about is needed. At this stage all you can see is the edges of the objects – a 'wireframe' outline.

Once the scene is all right, a different program must be run to do all the ray-tracing. Different lamps (to illuminate the scene) can be placed around, and the observer's viewpoint is set. Ray-tracing is a notoriously slow and horrendously complex operation, so be prepared to wait for a while.

Final results with *C-Light* are pretty good considering that the program is PD. A registration and legal document file must accompany the program, but you're free to give it to whoever you want. Registration costs $25, with further updates, a printed manual and similar goodies offered.

Continued on Page 120 ▸



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- 376 Reflections 1, half hour music
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- 395 D-Mob music 2, 10 tracks, 26 mins long
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- 441 Psuedo cop game, horizontal shoot em up.
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The puzzle game *Thingamajig* is simple to use, fun – and slightly educational into the bargain!

THINGAMAJIG
AMOS PD LPD4

Thingamajig is a puzzle game aimed at young children. There are 24 different puzzles to complete, and each attempt is timed. This is one of the best PD programs I've seen in a long time. The presentation is just right, very colourful with a good tune going: spot on for young children.

The puzzles consist of pictures which are split up into different sections. A piece appears at the top right of the screen, and it has to be pasted into the correct position on the picture with the mouse.

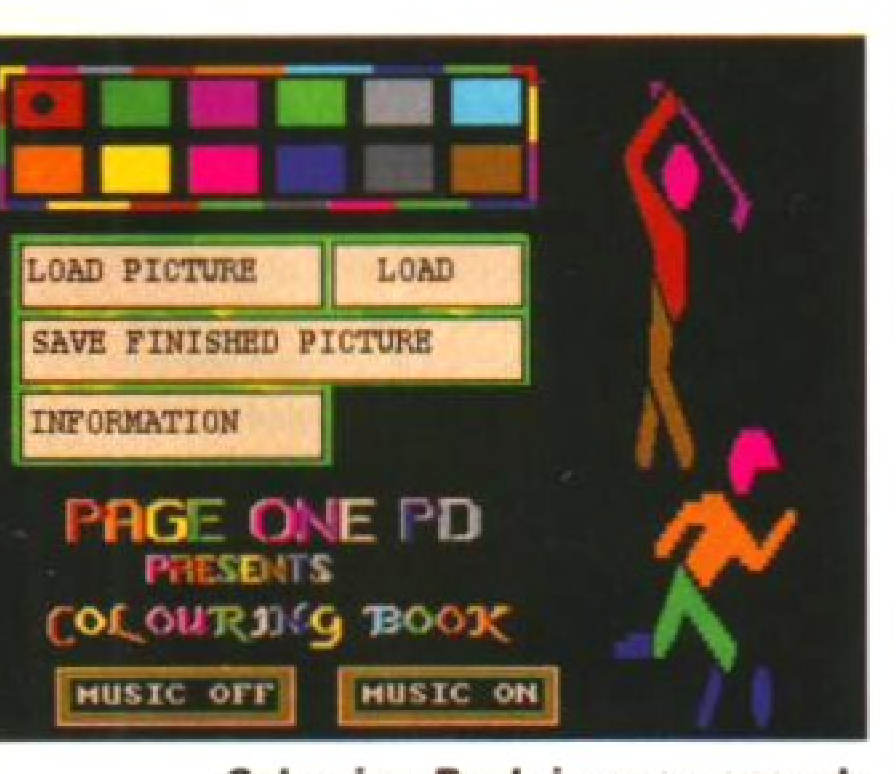
There is a large help icon on the screen – when this is selected the piece flies to the correct position, pauses and then returns. This adds a time penalty, so you don't want to do it too often.

COLOURING BOOK
AMOS PD LPD1

This is similar in some ways to *Thingamajig,* and in others totally different. Again, the idea is to colour in pictures: the difference is that there isn't any puzzling to be done. It's a creative program rather than a test.

The colouring book runs on two screens. The first is used to load in pictures, to select colours and so on. When the right mouse

Continued on Page 124 ▸



***Colouring Book* is easy enough to understand – most children would find the system really very simple and enjoyable.**

Demos Corner

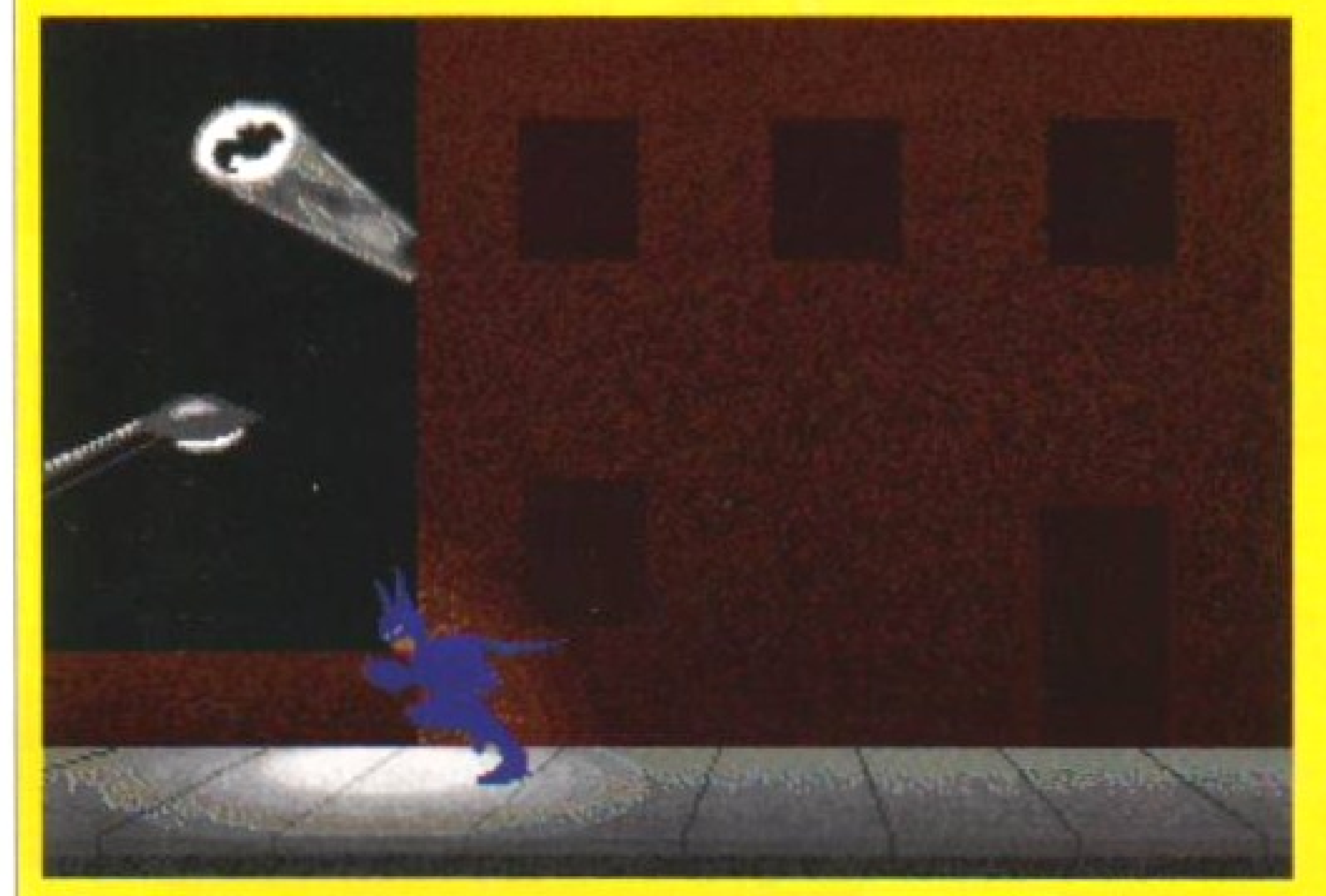
PD demos! Get yer PD Demos 'ere! You've got yer Batman, you've got yer Teenage™ Mutant™ Ninja™ Turtles™, you've got yer cutesy anims. We've got the lot 'ere! Get all yer bona PD Demos 'ere from honest MAFF EVANS. Yes, Madam, at the front there...



ANOTHER GARY TOWER SLIDESHOW
17-BIT DISK 792

Yet another collection of frames from the ruler of the ray-trace and the father of fractals, this time put together by the Crusaders. It contains your usual Gary Tower stuff, such as silver ball-bearings resting on an Amiga keyboard, along with some other rather impressive pics. The metallic head (pictured below) is particularly worth a look.





FILLET THE FISH
VIRUS FREE PD DISK 882

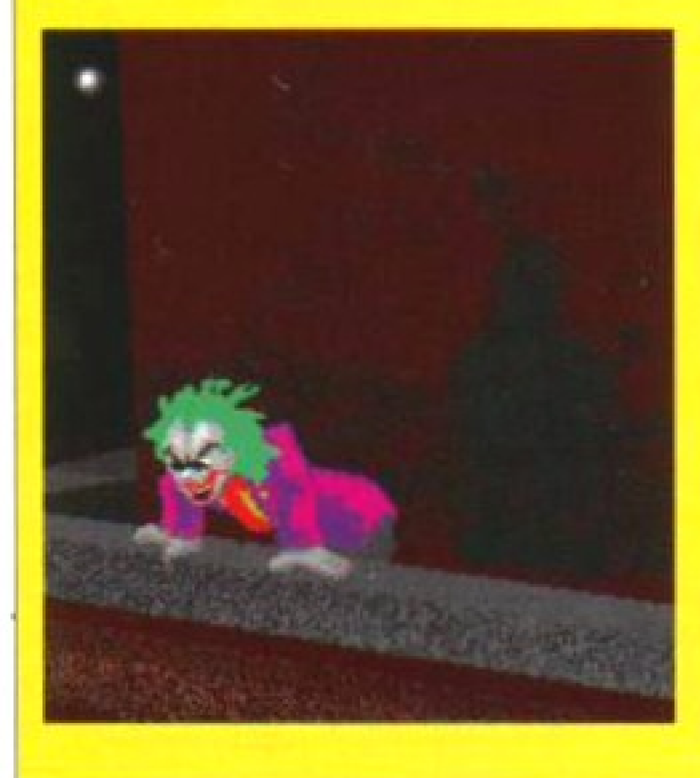
Time for a little slice of offbeat humour thanks to the Jester Brothers International. Fillet is a space explorer who has more than a passing interest in the old falling down water – a pastime that lands him in a fair amount of trouble! A lesson to be learned here, kids!





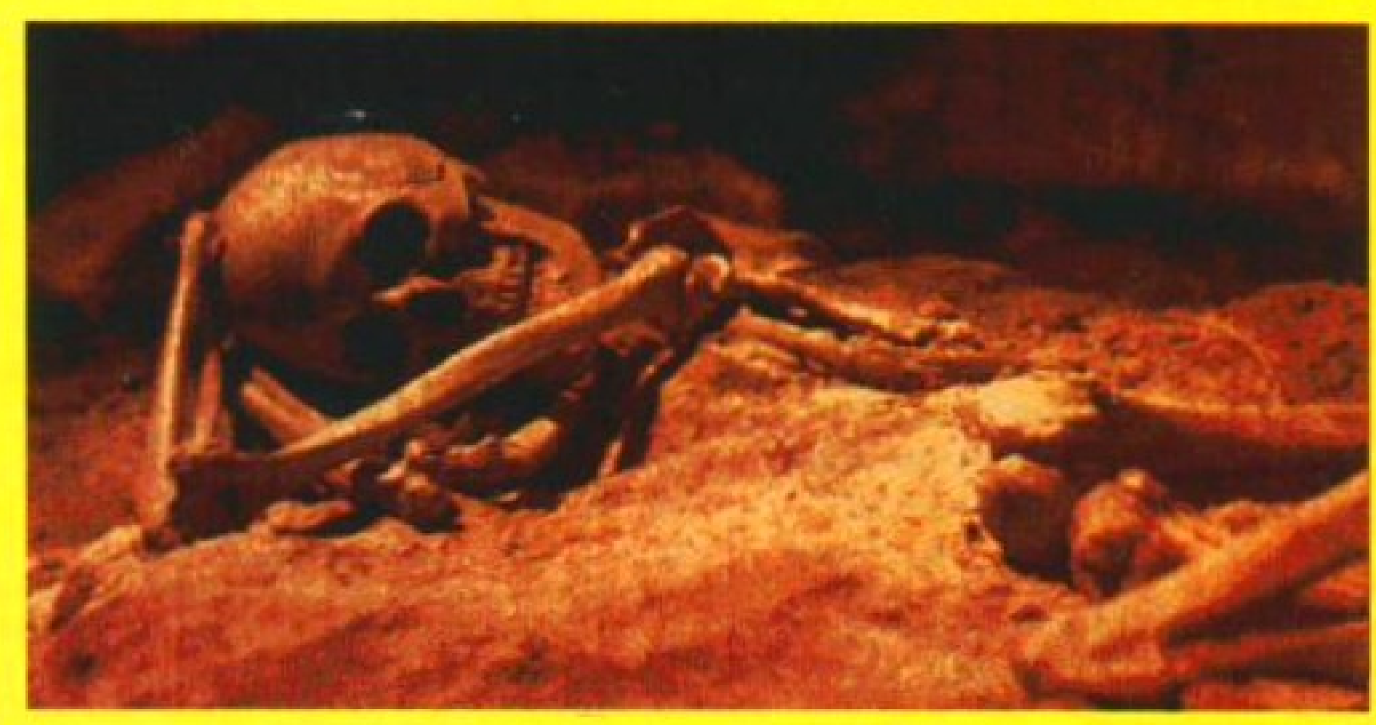
BATMAN MOVIE DEMO
REQUIRES 1 MEG
SENLAC SOFTWARE DISK 1001

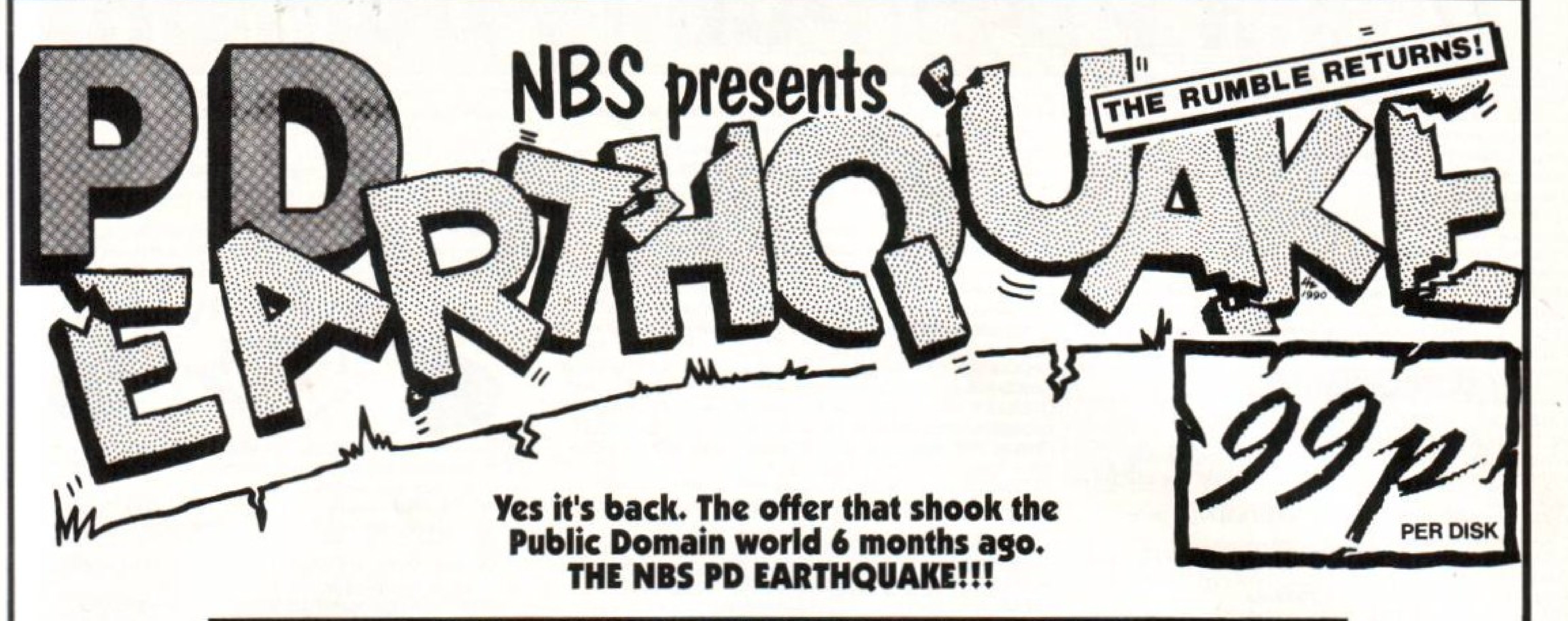
Not, as you'd expect, a simple bit of digitising from the movie with a house backing track, but a totally original cartoon animation. The whole thing works insidiously towards a really crap gag, but it's very nicely done and worth a chortle or two – especially the end theme tune!



DESERT ISLAND SLIDESHOW
CRAZY JOE'S DISK 1044

Not much originality here, since all the pictures have been compiled from other slideshows. Still, there are some good piccies on there, so it may just be the thing for new graphically-orientated Amiga users. Be warned, though, that this demo contains potentially dangerous lift music!





Yes it's back. The offer that shook the Public Domain world 6 months ago. THE NBS PD EARTHQUAKE!!!

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WHAT IS PUBLIC DOMAIN SOFTWARE?

Public domain software comes from 2 main sources. The first is where someone has written a useful little utility, which is of use to the writer and hence almost certainly of use to other Amiga users, but has no commercial value. The second is from enthusiastic Amiga owners who just love to show off their coding prowess, possibly to impress their mates, to prove to a software house their ability to code graphics, or just give pleasure to thousands of other Amiga enthusiasts. In the early days, much of the PD left a lot to be desired, but these days there are many fantastic utilities, games and demos which, at a nominal cost can bring many hours of pleasure, and there is now a veritable army of PD collectors. All true PD is without copyright and can be freely copied and used as you want, providing you adhere to any conditions stated on the disk. PD distributors should not make a profit on the disk, but charge on the service they provide. NBS provides one of the best and most helpful services available today, but please don't take my word for it, try us! If you have just acquired your Amiga, we recommend the following disks, which will either amaze, amuse, or be very useful. NBS disks are divided into the following groups:

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- X 110 FRAXION HORROR Great cartoon graphic demo of nasty stuff.
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- M 128 SOUND OF THE SILENTS...Great music from Jesper Kydd. Nice FX
- M 134 100 C64 TUNES...together with graphics from the old days.
- M 138 RAF MEGA MIX 1...similar to digital concert .
- M 147 TSB MUSIC...Disco and Heavy music. Turn it up!
- M 162 TRIUMPH MUSIC DISK 7...More of the best demo tunes.
- M 174 ANARCHY CAPTURED IMAGINATION...More great music from the UK's best
- M 178 RED SECTOR MUSIC (2 Disks)...Module disc from RSI megademo and more

GAMES

- G 141 MAYHEM GAME FROM ENSIGNIA...Spaceship in caverns, tricky but addictive
- G 114 BOARDGAMES...Cluedo, Monopoly, Crib, Backgammon, plus.
- G 115 MIXED GAMES...6 good games including DALEKS!!
- G 135 TESTAMENT GAMES COMPO...Typical PD Games
- G 140 MONOPOLY....Good one player game. Drawback.. U.S version.

UTILITIES

- U 103 ULTIMATE VIRUS KILLER..Updated now knows 105 viruses
- U 221 JAZZBENCH...Enhanced workbench with pull-down menus.
- U 222 Speedbench...Faster loading workbench
- U 214 D COPY...Back-up utility from the D-mob Group
- U 216 NBS UTILITY DISK 3...3rd Day, Utilmaster, Newzap, 20 in all
- U 217 NBS UTILITY DISK 4...Disk Arranger, Fix Disk, 20 more...
- U 220 SID-THE ULTIMATE CLI UTILITY...That's what it says!
- U 306-U312 Clip Art...Collection of clip art for DTP etc.

With so many disks in our library it is impossible to list them all here. We have many new disks coming in every day, so if you see a disk featured in these pages, and we don't list it, give us a call.

FISH DISKS

We now have the majority of the FISH series, so if you require a specific disk, give us a call!
We also have the complete set of TBAG disks numbers 1-43

NEED MORE DETAILS: **NBS PD UPDATE 5 IS NOW AVAILABLE!** To obtain your copy, please send a stamped self-addressed envelope (min size 9" x 6"). Alternatively, send £1.00 to receive our brand new catalogue and magazine disk, with full list and descriptive reviews. Our custom made catalogue is the best presented and easily read disk available today. as our established customers know, where NBS leads, others follow! We are professionally run and use professional commercial duplication equipment.

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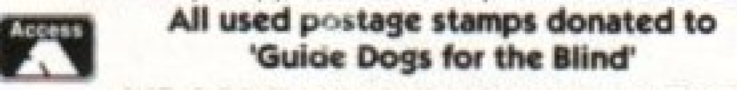
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APPLICATION

• • *AMP1 - Home Business Pack : UEdit the easy to use wordprocessor Visicalc and VC 2 spreadsheets, RIM and Hyperbase databases and Amiga Spell the spell checker etc. 3 disks only £7.50!*
• FFISH 195 - Micro Emacs V3.10 the text editor which is very comprehensive.
• FFISH 254 - UEdit v2.5a the wordprocessor
• FFISH 143 - RIM V5.0 is a fully relational database.
• FFISH 328 - AnalytiCalc V24-01a is a full featured system for numerical analysis and reporting.
• FFISH 93 - Dme V1.27 and MicroEmacs V3.8i the text editors.
• SOFT 43 - Amiga Spell checker.

TELECOMMUNICATIONS

• AMICUS 17 - COMM v1.33, Aterm V7.2, VT-100 V2.6 VTek V2.3.1, Amiga Host V0.9 for CompuServe.
• AMUSE 39 - AHost, ATerm V6.1, Star Term and Wombat.
• APDC 21 - Comm V1.34, Wombat V3.01, Handshake V1.20a C-Kermit.
• SD 7 - Star Term, Wombat, Chat!, Aterm and Argo Term.
• SD 29 - BBS-Amiga V1.1.
• SD 31 - StarTerm V3.0 full features terminal prog, VT100 V2.0, Comm V1.3, AHost V0.9.
• FAUG 62 - Access V2.6 comms package.
• FAUG 99 - TAG the BBS.
• FFISH 356 - NComm V1.9 communications program.

NEW AMIGA USERS

• • *AMP4 - Starter Utility Pack: This pack was compiled with the new Amiga user in mind, to enable them to get just about all the utilities that you may ever need, plus a wordprocessor and a database! Each disk in the pack automatically takes you into the friendly Work Bench enviroment, all the programs are icon driven and have any necessary documentation. The pack includes: The four main file compressors used on the Amiga - ARC, LHARC, Zoo and Power Packer, Dir Work the friendly enviroment that allows many of the CLI commands to be executed at the click of your mouse, Text Reader allows you to execute text on screen as a CLI command using your mouse, DFC2 the multi tasking disk copier, All the AmigaDOS Replacement Project commands, Virus X the virus detector and destroyer, Icon Meister the excellent icon editor, Comm the communications package, MachII the mouse accelerator, Disk Storage Deluxe displays information about disk drives, Disk Salv attempts to salvage data from damaged disks, New Zap the sector editor, Safe Boot the boot sector database and others. Also UEdit the wordprocessor, Amiga Spell the spell checker and JBase the excellent database. All this is available on 3 disks only from Pdom PD for the mega price of £7.50!*

UTILITY

NOTE: We have chosen the best disks with the latest versions of utilities to feature in this advert, however many more files and utilities are featured in these and other disks but are not detailed here; FULL details are to be found on our DiskCat for only 70p! Our DiskCat has a fast search option for ease of use.
• FFISH 366 - PrintStudio V1.2 print any text file in many styles, print part of or a whole picture, screen or window, also control printer and much more.
• FFISH 362 - ArchEdge V1.5 a shell setup for ARC, ZOO, LHARC.
• TBAG 3 - Disk Cat the disk cataloguer.
• TBAG 4 - DirUtil 5 the disk manager.
• TBAG 6 - Biorhythms the life cycles program, Blitz Fonts speeds up fonts.
• TBAG 9 - FastMem toggles on/off Expansion, FuncKey assign text to F1-F10. Word Count the number of words in a file.
• TBAG 10 - AutoPic2 shows all (.PIC .HAM) in directory.
• TBAG 13 - StepRate change step rate of disk drive.
• TBAG 16 - CLI Wizard V1.2 mouse operated CLI. Introducer DIY demo with your own picture, text and sound! Planet will wrap a flat IFF picture into a sphere.
• TBAG 17 - Database Wizard V1.1 name & address database for 400 records.
• TBAG 18 - BIG is a screen magnifier. DoTil V3.4 the directory utility.
• TBAG 19 - Pyro a screen blanker shows a fireworks display.
• TBAG 20 - Brush2Icon turns a brush or picture into an icon.
• TBAG 21 - VScreeen allow screens to be larger than the physical one, also lots of window utils: WSize, WMove, WMax.
• TBAG 23 - Crunch2 archive a program but still executable. Hermit saves screen at keystroke. using hot keys. Pointer Animator 15 colours animated pointers. ScreenX V2.2.
• TBAG 24 - ClickDOS V2.04 directory lister. QView V1.0 text file viewer.
• TBAG 26 - Daisy Wheel IFF picture file printer.
• TBAG 29 - ShowFont V3.3 shows all 256 characters in a given font. Read V2.0 Text Browser. DFC2 Disk Format and Copy, DosKwik V2.0 will save large file say a 2MB onto several disks.
• TBAG 30 - MyMenu create your own menu on WB to run any commands. Icon Meister V1.4 THE Icon editor. Disk Storage Deluxe V1.10 shows details of ALL mounted devices.
• TBAG 33 - Background Music Player V2.0, Menu Runner V2.0 is a replacement WB menu bar. Subliminal Message Inducer V1.0 speaks a script in the background. FlamKey will cut all keyboad and mouse input until further notice. Disk View graphically shows a disk.
• TBAG 35 - Ruler a borderless window with a ruler init. LeftyMouse make the mouse ambidextrous.
• TBAG 37 - MegaWB makes your Work Bench screen as large as you like! Pop Up Menu V1.38 pops up a menu. MuchMore V2.5 the powerful text file viewer.
• TBAG 38 - MadSizer allows you to size a window from any corner. Display V3.29 an anim displayer for ANIM 3,4 and 5, Hash and IFF all in any resolution.
• FFISH 342 - IE V1.0 is an icon editor which can create andmodify icons upto 640x200 pixels.
• PDOM 278 - LHARCa V0.99a data compression program hat is100% compatible with MSDOS LHARCV1.13c.
• PDOM 279 - European Software Agency Utility 1: Amiga ToolV1.5, Boot DIntro V1.0, BootGenerator V1.5, BootLeg V2.1, Character Editor V1.0,Coder Board V4.0, Cosaque V1.1, DCopyII, Deluxe Presed V2.0, BlockV1.3, Font Ripper, Guru Maker V1.0, ISCAmiga v1.5, Memory Searcher V1.0, Menu Maker v1.0, NotSetracker V1.0, Power Utility V2.0, PowerPacker V2.3a, PPMoreV1.2, Pseudo Ops, Save IFF, Scanner V2.0,Scroll Maker 2, Seek Destroy V1.0, Seka Source Rescuer, StartupCoder V1.0, Structure HunterV1.0, Time Cruncher V1.1, TVField Writer V1.1, Vector Check V1.0, View Boot V1.01, Virus Expert V1.4, Virus Slayer V1.0, VirusKiller V3.10.
• PDOM 280 - The Champions Total Utilies Vol 1: Boot Generator, Boot Girl, Bootmaker, BootWriter, Character Editor, Demo Maker, DiskX v2.2, Flash Ripper, Font Ripper, Guru Maker, Guru Master, Icon Master, Make A Menu, NoiseTracker, Power Packer V2.3b, PPMore, PPShow,Sceneray, Graphics Searcher, SetKey, Slide Show Maker, Time Set, Tristar Virus Killer and TxED.
• FFISH 163 - MachII V2.4c features: configurable. your help screen,mouse accelerator, PopCLI, Screen Blanker, Mouse OFF, SunMouse (activates a window byplacing mouse it), Click To Front(bring window to front by clicking on it), Cycle (move a windoworscreen to back with left then right mouse button click), Windowand Screen Shuffler, CLock, Alarm, Beeper etc.
• FFISH 186 - SimCPM V2.3 a CPM emulator.
• FFISH 217 - Install Beep V1.1 will play a sampled sound instead of the usual screen flash. Snip It! V1.2 will allow you to clip text from any window.
• PAN 28A - DCat disk cataloguer compatible with Superbase.
• FAUG 47 - FunKey assign any text string to a function key.
• FAUG 50 - Short Cut allows you to allocate text to a single key stroke thus CLI commands are easier to type.
• PDOM 141 - ICONS!: Draw Icons, Tool Icons and Disk icons. Includes software to edit.
• PDOM 276 - Amivision Utility Disk 4: Virus X4, Zero Virus, Kill Da Virus3, PCopy, VCheck, Sectorama, FFormat v1.1, Pseudo Virus Killer 2, Boot Intro.

Get This Utility Disk!



• PDOM 300 - The Master Virus Killer V1.9. Recognises 62viruses, a full list is on our DiskCat.
• PDOM 277 - Dark Star Virus and Crunchers 2: BS9 KillerX, Kill'Em, Lamer Destroyer, Pseudo Ops, Killer and Seek & Destroy virus killers. Byte Killer, Crunch Master, Data Cruncher, DefJam Cruncher, Crunch IFF Pics with shower, DPaint Unpack, DragPack, Flash Packer, HQC, ISC, Master Crunch, Mega Crunch, Power Pack, RSI Cruncher and Super Cruncher.
• FFISH 67 - AmCat a disk cataloguer. Amiga Spell V2.0 spelling checker. RSLClock V1.3 a menubar clock.
• TBAG 31 - ShoWiz V2.0 show ANY picture with or without ascript 1 picture or several disks full, also play a music filein thebackground! Also show text files in any colour!
• PDOM 59 -Ameteur Radio Disk: StarTerm V3.0, P81 and P10272 packet terminal programs, TA Term V5.0, a HAM Database for the Amiga Amateur Radio Group, Morse Code, Satellite Tracking and loads of HAM utilities. A must for serious HAM user.
• FFISH 105 - Record-Replay V2.0 allows you to record and play back mouse and keyboard sequences.
• PDOM 62 -The Public Dominator Anti Virus Disk: Virus X V4.1, VCheck V1.2 (for memory), VCheck V1.9 (for disk drives), ZeroVirus V1.3 the fully integrated virus detector and killer. Also BootBlock Champion the utility and information on boot blocks.
• PDOM 93 -ARP v1.3. The AmigaDOS Replacement Project includes text manual files.
• FFISH 228 - Jazz Bench V0.8 is a multitasking WB replacement.
• FFISH 229 - Alarming Clock.
• FFISH 246 - NoClick V3.6 stops drives clicking when no disk entered. LabelPrint v2.5b disk label printer.
• FFISH 251 - DiskSalv v1.42. DiskSpeed v1.0 test disk speed.
• FFISH 286 - FastDisk a disk Optimiser.
• FFISH 290 - XIcon execute CLI commands from a script by clicking an icon.
• FFISH 338 - SID V1.06 is a very comprehensive directory utility.
• PDOM 53 - Fonts! 12 fonts: Black Shadow, White Shadow, Avant Garde, Palo Alco, Basel, Monaco, Piegnot, Aldous, Celtic, Geneva and Rangers. All ready to use DPaint compatible fonts.
• PDOM 54 - Fonts! 14 fonts: Lineal, Bubbles, Ham, Courier, Vancouver, SanFran, Future, Premiere, Hollywood, Broadway, Camelot, Stencil, Park Avenue and Los Angeles. DPaint compatible.
• PDOM 55 - Fonts! 14 fonts: Santiago, Microsoft, Silicon, Swansong, Helvetica, Mahattan, Bookman,Akashi, Times, Tiny, Boxie, Longl, Andover and Pica. DPaint compatible.

Get This Utility Disk!



• PDOM 304 - MessyDOS handles MSDOS formatted disks exactly the same way as you use files on native AmigaDOS disks.Fully functional, read/write version.
• FFISH 325 - Batchman V1.1 is a program that allows the user to execute CLI programs and batch files simply by clicking on a gadget.
• FFISH 304 - Verify V1.2 Walks a directory hierarchy reading all files, reporting any files that can't be entirely read.
• FFISH 243 - ImageLab V2.2 is an IFF pictures manipulator. NoClick V3.5 stops the disk drive clicking if there is no diskin thedrive. PassWord V1.21p you specify the password for your systemsecurity. Pcopy V2.0 the excellent disk copier. SimGen adds a 2 or 4 colour picture to your WB screen.
• FFISH 360 - UUCP V1.06D. An implementation of uucp for the Amiga, including mail and news.
• FFISH 244 - BBChampion V3.1 load, save and analyze bootblocks. BootIntro V1.2 you specify The headline text of upto 44 characters and the scrolling text of upto 300.
• FFISH 279 - MRBackup v3.3d the hard disk backup utility.
• FFISH 300 -TitleGen v1.6 excellent script language that creates scrolling text on screen in any font and upto 500 lines long!
• FFISH 213 - 300 8 colour program icons!
• FFISH 168 & • FFISH 169 - Matt Dillion disk special includes loads of utilities and source: Config V1.0, Clock V1.0, DME V1.31,DMouse V1.1, Backup V2.01, SUPLIB, LIBREF, DRES V1.0, DASMV2.11,FILES V1.2, SHELL V2.1, FINDIT V1.0, LIBS V1.0, SCATV1.0, ADDCR V1.0, REMCR V1.0 & CMP V1.0You need both disks.
• TBAG 25 - Text Reader is an excellent utility that allows you to block text on screen using the mouse and use that as a CLI instruction! Safe Boot V2.2 allows you to save the Boot Block of many disks as a database on a single floppy, this would be useful if a virus infected say a commercial game disks' boot block thus rendering it useless, with Safe Boot you could simply replace the bott block back over the virus and save your game. Auto Disk change V1.0 allows you to run Fast File System on floppy disks. NoClickStart V1.3. Super View V2.0 displays all IFF picture types. Wrap will wrap your pointer around the screen i.e. if you move the pointer to the left of the sceen it will appear on the right hand side! Diplomacy the board game. Dad a block puzzle. Billiards or Pool the game.
• FAUG 41 - ARC V0.2 compatible with MSDOS ARC V5.0.
• AMICUS 22 - Printer Driver Generator, V2.3.
• FFISH 258 - DMouse v1.2 is a versatile program that includesscreen/mouse blanker, auto window activator, mouse accelerator,popcli, pop window to front, push to back etc.
• FFISH 131 - DFC is a disk copier that multi-tasks.
• APDC 15 - Icon utilities: full of icon files and creators. Some animated!
• APDC 18 - Floppy Disk Utils: Quick Copy V1.0, Disk Mapper, DiskSalvage, Virus check, System Utils: Blitz V1.0 text editor, TimeSet,ACalc calculator Amiga Monitor V1.1, MeM Grab fast memorygrabber. Directory Master V1.1.
• FFISH 164 - DiskSalv V1.3 excellent file recoverer and undeleteutility. New Zap V3.18 the great file sector editor. Zoo V2.0 thegreat file archiver.
• FFISH 106 - Funckey a function key editor.

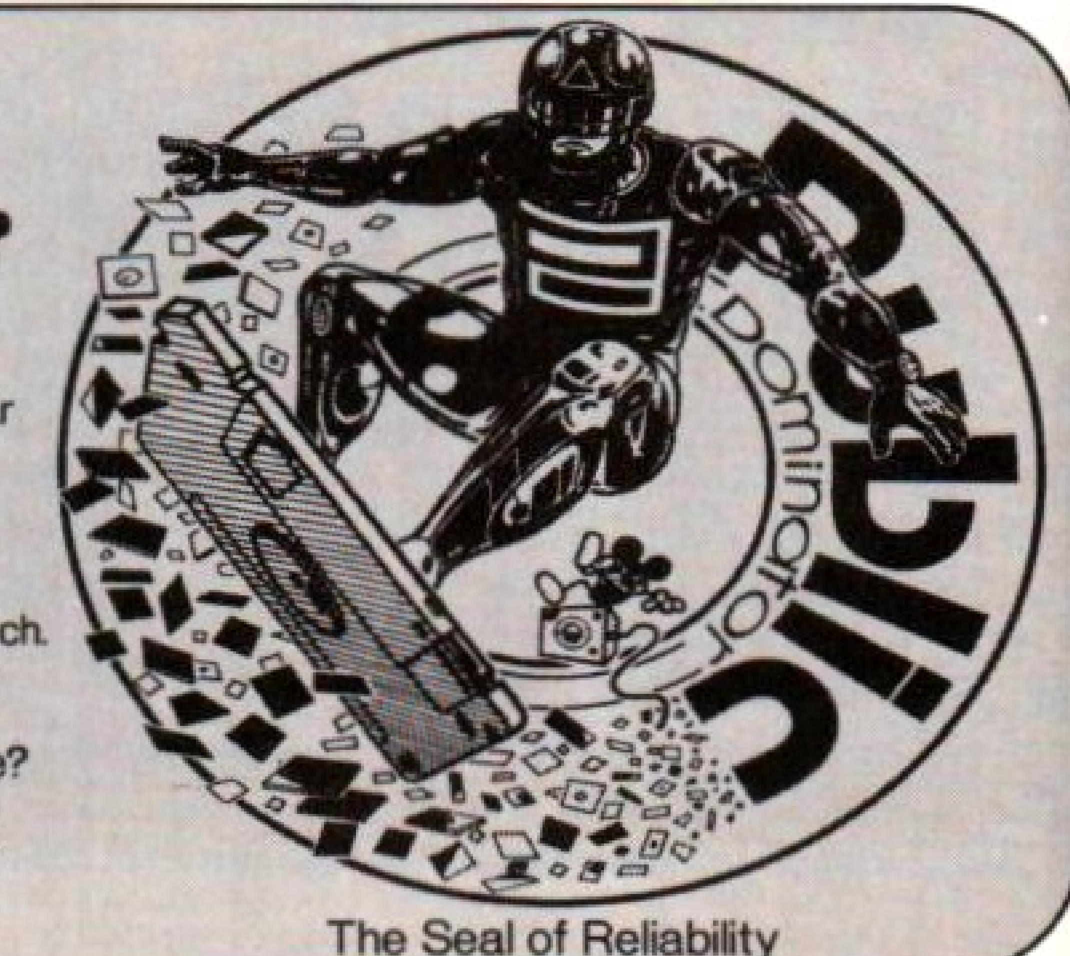
MUSIC

• • *AMP11 - 5 disk pack of Sonix files & player for £12.50!*
• • *AMP23 - 5 disk pack of SoundTracker V3 & files £12.50!*
• PDOM 281 - Oktalyzer V1.1 the music composer.
• PDOM 285 - GAME MUSIC CREATOR Supports MIDI.
• PDOM 299 - MED V2.01 the music editor with MIDI.

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GAMES

Both our games packs are auto booting, menu driven, very easy to use disk packs.

• • *AMP8 - Game Pack 1: Clue as in Cluedo, Othello, Klondike, Canfield and Cribbge, Backgammon, Yachtc, TVision, MissleCommand, Cosmo 2 and 3D Breakout, Empire, Gravity Wars,Hanoi, Hockey, Bikoff, Jackland, Othello Master and Pacman.A 3 disk pack for £7.50!*

• • *AMP22 - Game Pack 2: Amoeba space invaders, CosmoRoids, Stone Age a Boulder Dash type, Back Gammon, Chain Reaction, Master Mind, Reversi, Black Jack, CrazyEights, Klondike, Jig Saw, Keno, Daleks and Ratmaze,Monopoly and Escape From Jovi V3.0. 3 disks for £7.50!*

• PDOM 303 - Computer Conflict by Dr Grafix an excellent arcade game with full digitised sound through out! Excellent action game!

• PDOM 283 - Callisto 1.01 Very tough space strategy game, Daleks 0.30, Pontoon, Puzz1.0 and World and Zerg 2 adventures.

• AMUSE 11 - Amoeba invaders, Four in a row, Bandit a one armed bandit game.

• AMUSE 13 - Bull Run an American civil war strategy game and Gravity Attack a very good arcade game.

• AMUSE 14 - Battle Mech a strategy war game between robots.

• AMUSE 15 - Rocker a Lunar Lander type game, Shiva the game of Life, Cycles is a Tron light cycles type game.

• AMUSE 16 - Gravity Wars a space battle game with brilliant graphics, and Larn the adventure.

• AMUSE 17 - Cosmoroids an asteroids game, Tunnel Vision a graphical maze game seen from within the maze. Triclop invasion and 3D breakout that requires 3D glasses.

• AMUSE 18 - Reversi, MasterMind, Othello, Haunted Manson, Mile Stone.

• AMUSE 19 - Conquest the interstellar exploration game, The game of LIFE, Mile Stone the board game, Monopoly, and Trek 3 a Star Trek battle simulator.

• APDC 3 - Monopoly, BackGammon, Brickout, Klondike.

• APDC 4 - Tunnel Vision, Othello, Canfield, Dogstar.

• APDC 8 - Shanghai, Light cycles, Othello, Life3, Conquest.

• FAUG 18 - Tunnel Vision the great maze game.

• FAUG 27 - Klondike the card game and Triclops the 3D planet defend game.

• FAUG 30 - Hack the adventure V1.0.1E.

• FAUG 52 - PACMAN 87.

• FFISH 194 - Moria V3.0 the single player dungeon simulationadventure game. 1MB.

• FFISH 273 - BattleForce v3.61 game.

• FFISH 336 - Car V2.0 is a racing game.

• FFISH 357 - Empire V2.1w is a multiplayer game of exploration, economics and war.

• FFISH 62 - HACK the adventure.

• FFISH 63 - LARN the adventure.

• PDOM 77 - Paranoid the breakout type game.

• PDOM 90 - Tennis! 1MB.

• PDOM 79 & • PDOM 80 & • PDOM 81 - Star Trek 3 disk game by Twisted Images. 1MB. External Drive Required.

• PDOM 215 & • PDOM 216 - The Star Trek 2 disk game by AGATRON. Excellent animated graphic game.

• PDOM 233 - The Holy Grail Adventure. 1MB.

• PDOM 234 - The Golden Fleece Adventure.

GRAPHICS

Both our graphic packs are auto booting, Work Bench driven, very easy to use disk packs.

• • *AMP3 Graphics Pack 1: Rot 3D a 3D drawing package, VDraw a good painting program, RayTracer, MCAD the Computer Aided Design package that works in high resolution, plus utilities: convert PrintShop to IFFClipIt clip any part of the screen and save as an IFF picture, HAMEdit a HAM picture editor, Window Print II will print any selected window, Show Print II will Show and/or print any IFF picture, Ushow and Autopic are 2 picture slide showers, Icon utilities: Iconize (a window), IFF2Icon and Brush2Icon converters. IFF2PCS will take an IFF picture and make it a puzzle, Filter Pix the image processing program for use with Digi View lo-res B+W pictures. A 3 disk pack for £7.50.*

• • *AMP21 Graphics Pack 2: MSE the Mandel Brot Explorer, DBW render the ray tracing utility, FBM the image manipulation library (see disk FFISH 334 below for details), ST2IFF converts Atari ST pictures to IFF,NGI allows you to read, view and reformat ILBM pictures. Pop Colours change to colour pallette on the go, DPslide, SeeILBM, Show, ShowHAM the picture showers, MACView display and convert MAC pictures to IFF,HAMEditor, IFF2Exec makes an IFF picture showable by a double click of the mouse. Some picture printers and icon utilities: Bruch2C and Brush2Icon convertors. Also some light synthesizers: Viz, Polygon and Kal. A 3 disk pack for £7.50.*

• FFISH 359 - ABridge An interim solution to Anim-5 incompatability problems. Identifies the origin of an Anim-5 file and modifies it to facilitate easy exchange between AniMagic, Videoscape, Animation Station, DPaint III, Editor(v1.11), The Director, SA4D, Movie2.0, Photon Paint 2.0 and Cel Animator.

• AMUSE 5 - ACO Face Maker create faces in IFF format using Deluxe Paint and the supplied Face Ed V2.0.

• AMUSE 34 - 39 different pointers.All absolutely excellent!

• FFISH 334 - FBM V0.9 image Manipulation library. Compatible with Sun, GIF, IFF, PCX, PBM bitmaps. Can input raw images and output Postscript and Diablo. Also does rectangular extraction, density and contrast changes, rotation, quantization, halftone, grey scaling etc.

• PDOM 112 - Graphic utilities: Clip It!, ShowPrint II, Snatch,HamEdit, Dissolve, AutoPics, ZapIcon, ImageTools, FilterPix,IconMaker, Startle, IFF to Icon.

• FFISH 295 - Mandel Mountains V1.1 a Mandel Brot generator.

PROGRAMMING LANGUAGES

• PDOM 211 - NORTHC v1.2 Steve Hawtins C compiler. Featurescompiler, linker, disassembler, examples and tools. An excellentCcompiler for the knowledgeable and beginner alike.

• FAUG 102 - Ghost Script Interepreter V1.2 similar to Postscript and Forth programming languages. 1MB

• FFISH 171 - Sobozon C compiler.

• FFISH 193 - ZC V1.01 C compiler.

• FFISH 341 - P2C V1.13 is a tool for translating Pascal programs into C.

• FFISH 351 - PD C V3.33.

• APDC 25 - Logo, XLisp, Modular 2, MVP Forth.

• FFISH 140 - Stoney Brook PROLOG v2.3.2.

• FFISH 141 - Contains the source code for PROLOG FFISH 140.

• FFISH 181 - AM XLISP V2.0 of the XLisp interpretor.

• FFISH 201 -Draco V1.2 the excellent programming language by Chris Gray. Documentation on FFISH 77.

• FFISH 37 - Little Smalltalk.

• FFISH 91 - The Adventure Definition Language (ADL).

• FFISH 337 - CManual V1.0 is a COMPLETE C manual for theAmiga. Includes 70 fully executable examples.

• FFISH 339 - PCQ V1.1c Pascal compiler.

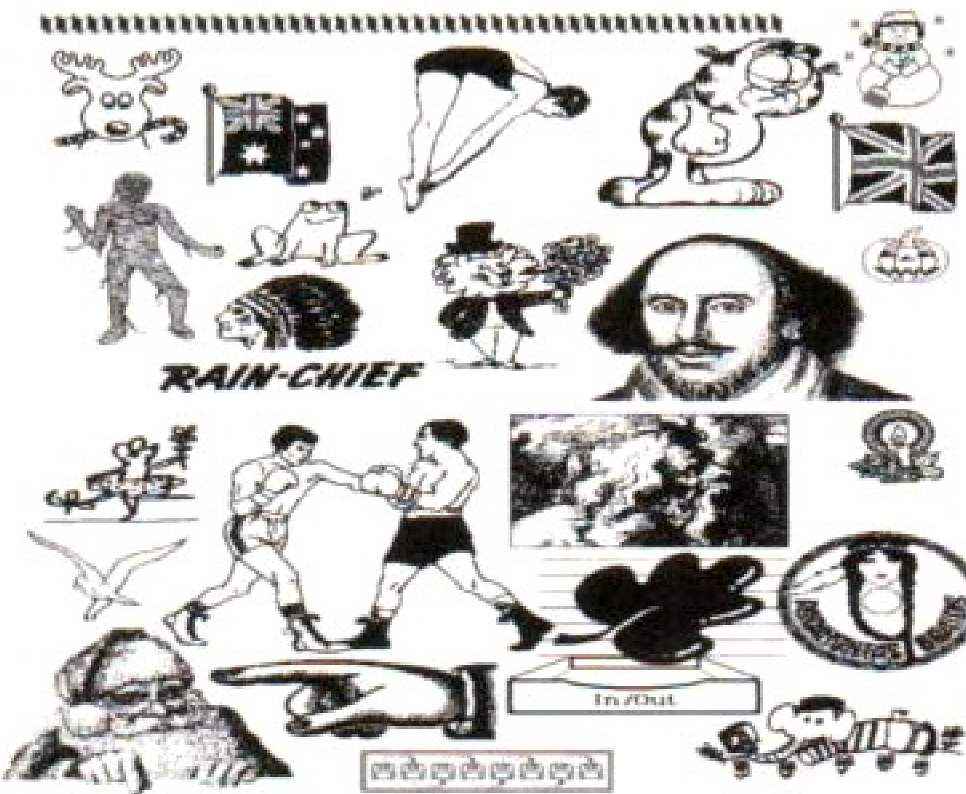
• FFISH 347 - Cursor V1.0 Amiga BASIC Compiler.

• PDOM 60 - Modula II compiler.

• FFISH 314 - A68k v2.61 of the 68000 macro Assembler.

PDOM CLIPIT

• • *VOL1 - 3Mb of clip art images, subjects covered:sports, flags, animals, cartoons, humorous, Jewish,borders, all occassions, horses, eyes, and manymany more. ALL in IFF format, ALL compatible withDPaint and Page Setter. 5 disks only £12.50! Mega value Mega Quality Product!*



These are a few examples from ClipIt! Volume 1.

DEMOS

NOTE: We have chosen the best demo disks to feature in this advert, however many many more demos, which are not featured here, are featured in our Disk based Catalogue. Our DiskCat has FULL details of all the demos featured within these named disks. Our DiskCat has a fast search option for the best demo and music disks.

• PDOM 1 - The Walker I animation of the Star Wars Walker. 1MB.

• PDOM 2 - The Walker II animation of the Star Wars Walker. 1MB.

• PDOM 6 - Mahoney & Haktus sounds of the knome music disk II.

• PDOM 27 - Alcatraz Mega Demo II.

• PDOM 65 & • PDOM 66 - Red Sector Mega Demo.

• PDOM 73 - Star Trek the Enterprise leaves dock.

• PDOM 74 - Star Trek craft featured in 4 animations.

• PDOM 76 - Star Trek Shuttle landing on Star Trek craft.

• PDOM 83 - Space Ace demo.

• PDOM 84 & • PDOM 85 - Royal Amiga Force Mega.

• PDOM 86 - MES mega demo 1. 1MB.

• PDOM 87 - MES mega dmeo 2. 1MB.

• PDOM 301 & • PDOM 302 - Laurel and Hardy demo very good animatioin demo of the comedy duo. External Disk Drive Required. 1MB.

• AMUSE 8 - The amazing Berserk demo.

• FAUG 33 - The Juggler.

• FAUG 61A & • FAUG 61B - New Tek demo. 1MB.



• PDOM 305 - Outsiders Aciiid demo.

• PDOM 306 - Cool Cougar. 1MB.

• PDOM 308 - COLT Mega Demo.

• PDOM 309 - Dungeon Master III product demo of the game.

• PDOM 310 - ASG merger with Soldiers of Light.

• PDOM 311 - AMOS the Creator Demo II a product demo from Madarinn Software of the powerful programming package.

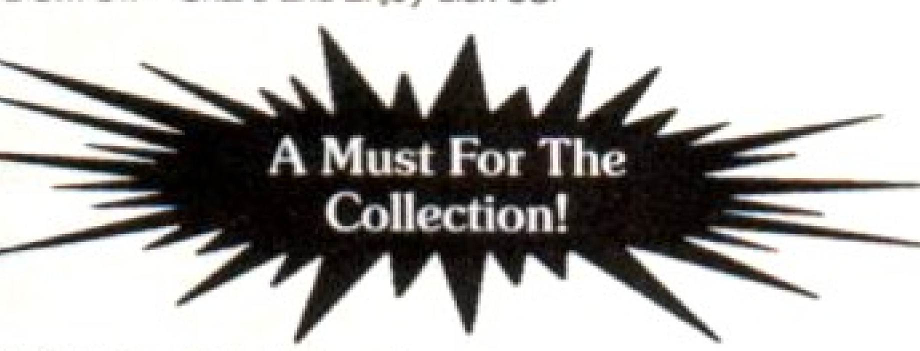
• PDOM 312 - DiskNet Music Disk Volt.

• PDOM 313 - Flash Digital Concert 4.

• PDOM 314 - Flash Digital Concert 6.

• PDOM 315 - Flash Digital Concert 3.

• PDOM 317 - Share and Enjoy disk 58.



• PDOM 319 - Rebels Megademo 2.

• PDOM 320 - Upfront Cool Fridge Demo.

• PDOM 321 - Share and Enjoy disk 57.

• PDOM 322 - Share and Enjoy disk 56.

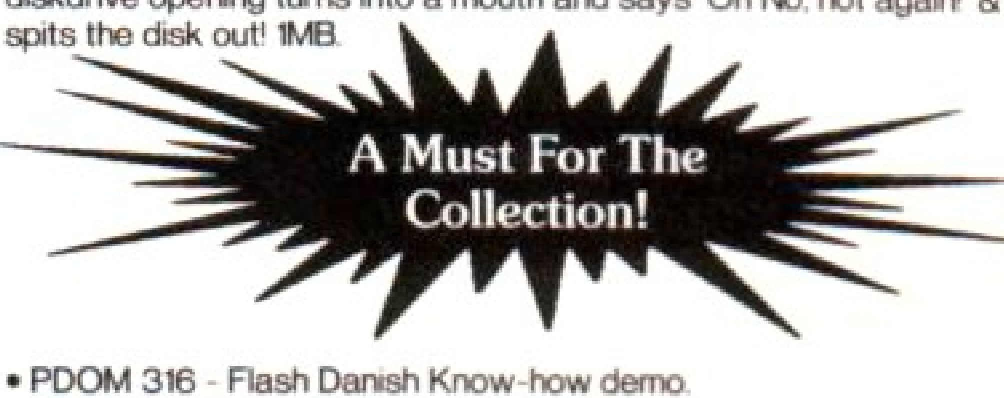
• PDOM 323 - Share and Enjoy disk 55.

• PDOM 324 - 1MB. Inner City Mega Trax 1.

• PDOM 325 - Inner City 1990 CBM Xmas Show.

• FAUG 88 - Dragons Lair.

• FFISH 200 - NotBoingAgain. The scene is a user who puts adisk into an A1000, a Boing Ball demo loads up and the Amiga diskdrive opening turns into a mouth and says 'Oh No, not again!' & spits the disk out! 1MB.



• PDOM 316 - Flash Danish Know-how demo.

• PDOM 32 - Amazing Demos Volume 7.

• PDOM 40 & • PDOM 41 - Northstar Fair Light mega demo III.

• PDOM 42 & • PDOM 43 - DeathStar Blasting II.

• PDOM 44 & • PDOM 45 - The Walker I demo. 2MB.

• PDOM 104 - Complex BOBs.

• PDOM 105 - D.O.C. No we are not dead!

• PDOM 114 - Slipstream Sineintro 1+2, Equalogo II, Terminator.

• PDOM 146 & • PDOM 147 - Monty Python Nudge Nudge sketch.

• PDOM 148 - Escape from Singes Castle animation.

• PDOM 150 - Scoopex Mental Hangover.

• PDOM 188 - Crypto Burner CD Player.

• PDOM 193 - Red Devil of Dark Star UK Muzak 4.

• PDOM 195 - SlipStream Music 7.

• PDOM 207 & • PDOM 208 - Kefrens Mega Demo 8!

• PDOM 214 - Fractal Flight. 1MB.

• PDOM 217 - Alpha Flight Demo Creator.

• PDOM 222 - Titanics Acid House music disk.

• PDOM 229 & • PDOM 230 & • PDOM 231 - Alcatraz Mega Demo 4 'The Devil's Key'.

• PDOM 236 - Mr Turnip from APEX : Cebit 90, Coma and others.

• PDOM 241 - Anarchy Compact A.

• PDOM 242 - Anarchy Compact B.

• PDOM 246 & • PDOM 247 - Jungle Command Music Invasion3.

• PDOM 250 - North Star Acid Demo 1989.

• PDOM 251 - TSK ACCumulators: Acid House demos!

• PDOM 252 & • PDOM 253 - Death Star Mega Demo.

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• PDOM 298 - SUCKWAYS Clapping World music compilation.

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button is clicked, the picture screen appears. Moving the mouse pointer to part of the screen and then clicking the button fills that part of the screen with the selected colour.

If that sounds a bit dull, the program's particular appeal lies in the special effects. Selecting a colour plays a random sound sample: a tune plays continually in the background (note that it can be turned off) and the general effect is quite pleasing.

Coloured-in pictures can be saved to disk, and the program doesn't need to use the keyboard at all. Although it may be a little bit technical, in the sense that you have to choose pictures from a directory, it would make a good present for any child.

MOD PROCESSOR
AMIGANUTS 864

Those people who have created sound modules with programs like *SoundTracker* will no doubt be faced with one small problem – how do you play them without loading the music program first? *ModProcessor* is designed to do just that job, and does it well.

The author (Steve Marshall) has continually updated the program, and this latest version certainly has a lot to offer. For a start, modules from many different sources are catered for – *SoundTracker* (old and new versions), *Noisetracker*, *Game Music Creator*, *Musical Enlightenment* and *MED*, to name but a few.

The idea of the program is to create stand-alone modules. These are files which will play continually, happily multitasking with any other programs. A picture can also be included in the file, to give a frontispiece to the music. Turning the music off is just a matter of pressing the joystick firebutton or CTRL-C.

PROPHECY CODER MAG 1
CRAZY JOE'S 1079

I'm always a bit dubious of mentioning disk magazines, especially ones in which former issues list such illegal topics as synthesizing LSD. I suppose it just goes to show that PD libraries will publish absolutely anything, irrespective of moral or legal obligation. This particular issue does contain a few interesting topics worthy of mention, though. There's the usual tutorials on coding and examples

Continued On Page 129 ▸

Demos Corner



JUGGLER 2 DEMO
REQUIRES 1.5 MEG
SENLAC SOFTWARE DISK 1000

Yes, I know you've seen the classic ray-traced juggler animations, but this is much more of a cartoon featuring the characters from both these previous demos. Created by Eric Schwartz, the one who brought us *At the Movies* and *Stealthy II*, this anim features the same kind of humorous style as his earlier work and is well worth a look – if you've got the extra memory.

ANIMATIONS DISKS 1 AND 2
NBS DISKS D547 AND D548

Steve Packer has used his machine to put together some irreverent anims, featuring spoofs on *Populous*, mickey-taking of those lean, green Turtle gadgies and an assortment of other themes. The snippets are a little... er... odd, to say the least, but they're also great fun. Check it out as soon as possible.

FRAXION FANTASY SLIDESHOW
CRAZY JOE'S DISK 1073

Anyone out there into D&D art? Heavy Metal album covers? Science fiction book covers? You are? Then this slideshow is for you. The disk features some nicely digitised artwork from all these sources, from big-bosomed female warriors to futuristic battle tanks. Nice pics, passable music, nice demo!



BANGING RAVES
HOBBYTE DISK 0202

Some more groove-along acid dance from Intuition for all you ravers out there. The funky drum track that runs throughout the mix is peppered with samples from such wide-ranging sources as Kraftwerk's *The Model* and the Human League's *Hard Times* to tracks from more modern acts such as LFO. No graphics to back the tune, but it's a good bop nonetheless.

TOBIAS RICHTER SLIDESHOW
17-BIT DISKS 790 AND 791

Some more artistic nicities from the creater of the super *Star Trek* anims. Featuring all manner of science fiction themes, Tobias' latest compilation features scenes from *Star Trek* (of course) and *Blade Runner* as well as some more original works.

GOLDFIRE MEGA DEMO
17-BIT DISK 794

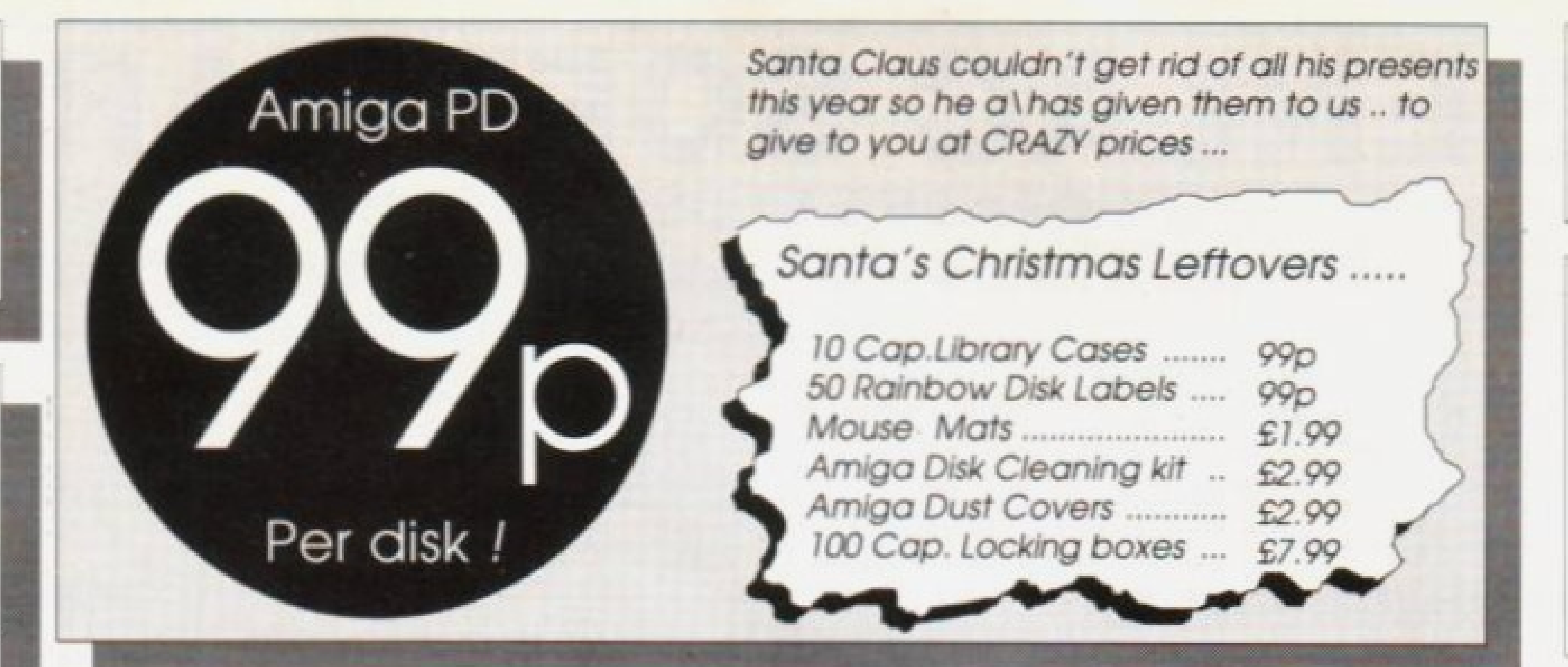
Not the most earth-shattering collection of demos ever, but for all you reptilofiles out there who are in need of another fix of Mutant Turtles™ check out this little piece featuring characters like Raphael™ and the boys, Splinter™ and Shredder™. Pity it's more impressive than the game of the same name!











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START COMPILATION 6 - OUR LATEST GREATEST NEWER THAN NEW DEMOS !



DELICIOUS DEMOS !

5

554 Warfalcons Music • Very Nice indeed !
550 SAE 57 • Even more of the BEST demos !
549 SAE 56 • Superb Cryptoburners demo !!!
540 PE Comp 12 • With silents and Crusaders !
539 PE Comp 11 • More demos from Rob
538 PE Comp 10 • Brilliant stuff from pendle
537 PE Comp 9 • Great demos from the PE gang
535 Goldfire Megademo • Nice one ! Thanx Nick
532 Crusaders New Music • Just GET THIS ! Brilliant
531 Captured Imagination • Brilliant - Get it !
530 Anarchy Pack • Superb new Demos !!!!
522 Adept • Great demo compilation
520 Timecode Total Recall • Great Demo of film
519 A Journey into sound • Very good music
512 Intuition Comp. • Superb DeepSea demo
511 Awesome Preview • Brilliant game demo
504 Network party pack • Very good demos
503 Suntrackers • Heavy metal music demo
501/502 Crusaders pack • by Bustman .. cool !
498 The JCS • Very weird demo .... very weird ...
497 Wild Copper • Old but still very good !
478 Dawn Megademo • Its just dawned on me
475 Hypnosis • Nice new demo pack
472 Crusaders • New demo pack with ED-209
453 Epic • Superb Preview of Ocean s Game
445 Anarchy CES Music pack • By 4 Mat. Cool ..
444 Start Demo Pack 5 • Nice new demo pack
443 Start Demo Pack 4 • More great new demos
440 Tropical Sunset • Great demo by Silents
437 Anarchy pack • Superb demo pack. Get it
429 DJ Disco Leif • Great house music remixes
426 Crionics Neverwhere • Wicked megademo !
423 Cool Fridge • Wild demos from Upfront
416 PE demos 68 • with the Donald duck anim !
394,Unique Vectors • Brilliant vector demo
314 Mirage Megademo • Superb ! but 1 Meg ..
313 Mag.Fields History • Nice collection of demos
305 Warfalcons Purple • Why Purple ?
304 Flash - Danish Know How • And they do ...
303 Scoopex Demos • Atron 1 and Green Suprise
301 Savage Demo 4 • A nice magedemo
300 Intuition Megademo • When is your next one
292 Mannys 1 Meg Collection • Nice big demos
261 Cryptoburners 2 • Ace demos from CRB
258 Rebels Candyland 11 • My favorite comp !
257 Crionics Megademo • Starring ..... Madonna !
254 tomsoft Tript to Mars • A great vector "Trip"
252/253 Budbrain Megademo •Just BRILL !
251 Silents Megademo • I like it ... dont I ?
173/174 Red Sector • When is your next Mega ?
164 Scoopex Mental Hangover • Wild !
148 Gate Megademo • Superb music and Gfx
142/143 Start 3 • Comp with Cebit 90 and Coma
140 Dragons Megdemo • Still very good !
136 Fraxion Horror • Still ..... Bleugh ...... Sick
109/110 Start 2 • Old but still gold ..nahhh !

MEGA MUSIC !

560 Optical Arts • War of the worlds and more !
556 Vogue Get Music • Absolutely Brilliant !
542 Silents Full Power • Fantastic House Music !!!
499 Slabby Music • Totally brilliant music demo
486 Kraftwerk• Brill Music demos
483 Jesus loves acid • Erm ..... I dont think he does
425 Digital concert 6 • Fabulous remix !
424 Sound of Silents • I love it ! Brilliant stuff !
295 Alf • Music from the crazy alien
286 Rebels megablast • Supah music disk
272 Crusaders Project Beat • Great music
263 Sun Connection • Coooloo music
246 Adam M Music 1 • Crap Music disk (haha)
245 Beast Music • From scoopex coool !
242 100 64 tunes • Just get this disk SUPERB !!!
231 Darkstar Music 7 • 8 Great songs
230 Darkstar Music 6 • more ripped music
229 Darkstar Music 5 • Hello jez How are you ?
227 Jarre Docklands • Brilliant music from Mr.Jarre
226 Beachboys meet popeye • Mad sample !
225 Digital Concert 5 • 4 Fabulous chart songs
224 Digital Concert 4 • Four more chart songs
223 Digital Concert 3 • 12 Minute megamix
220/221 Dmob music 4 • Brilliant songs !
219 Technotronix • Get up and Pump up the jam
218 Kefrens jukebox • Absolutely superb !
197 Queen and Black box remixes
194 Crusaders Freeked out • Great mixes
186 Digital Concert 2 • A great 12 minutes !
145 Mahoney and Kaktus • Great music disk
141 Soundtracker Musics • Axel F,Doc,Sll
133 Bacteria • BRILLIANT music from crusaders
107 Vangelis Demo • Superb demo 1 Meg

GREATEST GAMES

471 ST bash • Kill those Grey slabs of junk !!!
449 Computer Conflict • New game by Dr.Graffix
447 Recreation Games • Including Cluedo
283 Psuedo Cop • Shooty starring ED-209
282 Popeye Game • An LCD game on the Amiga
280 Mechforce • Good strategy war game
277 Board games • Backgammon and othello
276 Holy Grail • Great text adventure
274 The Golden Fleece Adventure game

INCREDIBLE ANIMATIONS !

557 Dragons Lair TimeWarp Anim • Incerdible
474 Spacechase Anim • Very impressive ! 1Meg
458 Star Trek Manoeuvres • totally brill ! 1 Meg
457 Tron and Spaceship • Brilliant Anims 1 Meg
456 Stealthy 2 • Funny animation
455 Agatron 15 • 5 anims inc. the red lotus anim
452 Enterprise leaving Dock • Amazing ... 1 Meg
419/420 Star Wars Movie • Quite good .. 1 Meg
398 Fractal Flight • Nice scenary demo 1 Meg
215 Real things demo • Horse animations
213/214 Mission • A 4 Meg animation !!!!
212 Star Trek Animations • Various 512K anims
207 Luxo Teenager • The Lamp anim 1Meg
206 Newtons Cradle • and more animations
202/203 Star Wars Anim • X wing fighters 1 Meg+
201 Indiana Jones • Cracking good (ha) 1 Meg
198 The Run • 3D car chase by T.Richter 1 Meg
192 Walker 1 • The helicopter version 1 Meg
193 Walker 2 • The A2000 being attacked 1 Meg
190 The Juggler • Oldy but goldie !
189 The Gymnast • Nice swinging anim 1 Meg
165 Juggette • Mrs Juggler animation
153 Puggs inspace • Great little demo/anim
113 Magician and Jogger • Good anims 1 Meg
112 Spaceship Anim • Flying round a 3D globe
106 The ElGato and Juggler Animtions • 1 Meg
104 Happy Man Anims • With more
103 Ghost pool and Dripping Tap • Good. 1 Meg

SUPERB SLIDESHOWS

493 Vax Picture show • pics taken from a Vax !
489 Doxo • Garbage patch kid Slideshow
488 Traveller • Excellent HAM Fantasy slides
484 Color Cycles • Totally brilliant color cycling
461 Yabba Dabba • The Flintstones ! Supah !
454 Nightbreed • Superb Nasty Slideshow !
205 Agatron 8 • Excellent stuff from Tobias Richter
200 Roger Dean • Pics by this superb Artist
191 Forgotton Realms • Hobgoblin Slideshow
183 Nagel Pics • Pics from this talented artist
158 Agatron 6 • The definitive Slideshow ! Superb
139 Real 3d • Very impressive 3D slides
137/138 Silents Slideshow • Brilliant digishow
134/135 Fraxion Divine Visions slideshow • Great

USEFUL UTILITIES !

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496 Visicalc • An impresive spreadsheet
495 RIM • A relational database.
494 ARP V1.3 • AmigaDOS replacement project
490 GMC • Games music creator
485 Startrekker • 8 Channel Noisetracker ! Wild !
480/481/482 The QL Emulator • Emulate a QL !
466/467/468 Countach Clip art • Very good stuff
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460 Iconmania • Brilliant collection of icons utils
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356 Fish 327 • The MSH messidos PC file system
354 SID 1.6 • Superb directory utility Get it now
345/346 Video Applications • great fonts and utils
340 Jazzbench • Useful new workbench
334 Darkstar Utils 2 • Great utility disks compiled
130 Darkstar Utils 3 • by Red Devil
333 Darkstar Utils 4 • Hi Rob how ya do'in ?
332 Pendle Utils 5 • More supah kool utilities
331 Pendle Utils 6 • Sid,Tetracopy,newzap...
332 Pendle Utils 7 • The ST 28 superb utilities
328/329 Bootblock collection • for boot editing
180 Wordwright • with SGcalc and Labelprint
129 Mystix DIY Hardware modifications disk !
127/128 TV Graffix • Great Dpaint utils and fonts
123 ST-91 • Samples disk for music utils by Start
122 ST-90 • More great samples by Start
120 ST-02 • lots of Nice synthy samples
119 ST-01 • The original samples disk !
118 Noisetracker • So good ... even I use it ....
117 Future Composer • Good music maker
114 Intromaker • Make scrolly music demos

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REB 110	Puggs in Space, a great animated story
REB 111	Fraxion Horror demo, brilliant horror demo
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500 - Scoopex Mental Hangover
662 - Crionics Madonna
664 - BudBrain (2)
667 - Crionics Never Where
724 - Intution
760 - Psedudo-Ops
799 - Gaints (2)
827 - War Falcons

Animations (1Mb)
186 - Star Trek (2)
380 - The Jugler
381 - The Cool Cougar
477 - Fractal Flight
532 - High Lander
533 - Trackball
542 - Pugs in Space
555 - The Run
586 - Light Cycle (2)
611 - Vangelis demo
624 - Too Much 3d
674 - Epic
733 - PMC Fractal
734 - Clothes Peg
791 - Space Shuttle
826 - Space Fighter
828 - Huey
831 - Machine
849 - Dragons Lair II - Time Warp

Golden Oldies
99 - Dragons Lair
102 - Probe Animation
111 - Walker Demos (2)
112 - Luxo Teenager
129 - Commodore 64 Music
143 - Robocop Demo
168 - NASA Picture Show
286 - Kylie Manogue (2)
272 - Freddy Krugar demo
612 - Monty Pythons (2)
614 - Debbie Gibson Electric Youth (2)

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F345 - CRobots/Like Meck Warriors
F336 - Car
F336 - Miniblast
F336 - SYS/Pongo
F343 - Snake Pit
847 - Heytris
848 - The Maze
V42 - TriTris/Like Arcade
F192 - Packman 87
V44 - Emerald Mine
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688 - Back to the Future III Playable
673 - Battle Command Playable

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T44 - Vbhi, Track Salve, Requester, G-Shell, Flash Disk
T45 - Text Paint, Fast Blit, Edit Sleepy, View Dir, Is Today
T46 - KeyMapEd, Resumemaker, Osk, Woodword, Mips

New FISH
F370 - SkSh/Usefull to Unix Users
F369 - Lastest Aquarium, Flip, Fortune, Spy, Vaxherm,
F368 - Elements, Interactive Display
F366 - Print Studio/Very Good
F365 - Easy Back Up, Pass Word, View 80
F364 - More Animated Pointers
F363 - 3.5 Disk Labeler/Reads directories
F362 - Imperium Romanum, SMovie
F361 - Brush4d/ Converts IFF Images to Sculpt 3D
F359 - ABridge, DICE Intergrated C Envirorment
F358 - Pipe Line Game, Blob, Road Route, Scan IFF
F357 - Empire/ A Multi player economics game
F356 - NComm/ New for Comms.
F355 - Berserker (Virus Killer), Track Salvage
F354 - Mandel Mountains New V2.0
F353 - North C. New Version V1.1
F351 - PDC/ A complete C Compilation System
F337 - The C Manualfor Amiga
F339 - Pascal Compiler
F349 - MED V2.0
F228 - Jassbench/ Replaces the origial workbench
F240 - Cross Doss/ Reads Write MSDos
F253 - Power Packer 2.3b
F302 - Turbo Mandel

Excellent Music
803 - Journey Into Sound
274 - Crusaders Freeked Out
292 - Audio Conversions
451 - Dr Awesome
580 - PC Boys
575 - Wheres the base
592 - Miami Vice
593 - Crockets Theme
601 - Bacteria Music
602 - Get to the Safe House
635 - 100 Origial 64 Titles
129 - Commodore 64 Music
658 - Flame Arrows Vocal Attack
686 - The Sound of silents
689 - Techontics Remix
711 - Ghost & Goblins
717 - Rebals Megablast
730 - Scoopex No 84
770 - Base-2-Base (1.2 Only)

PDS New Section
796 - Turtles Demo
806 - Turtles Demo II
860 - PDS Hi-Res Turtles Pictures
836 - Total Recount
833 - Total Retrial
834 - Total Restyle
835 - Total Respray
834 - Star Wars Pictures
V37 - Sounds. Over 25 of the Muppets
856 - Puggs In Space II - Fillet the Fish

Demo Selection
681 - Night Breed Pictures
715 - The Evil Dead Sample (2)
735 - Chaos Megadeth Mega Demo
738 - Digi Logic Mega Demo
739 - Possessed Mega Demo (2)
742 - Lotus Esprit Turbo Preview
743 - Indianapolis 500 Preview
744 - Demons Mega Demo Disk *1.2
745 - United Forces Mega Demo
746 - Softkillers Crew Mega Demo
747 - Powerslaves Mega Demo (2)*
749 - Magnificent Force Mega Demo
750 - Golums Slideshow Disk
753 - Cryptobuners Party Demos
754 - Reaktor Collection No 3
755 - PIC Slideshow Disk
757 - Chase HQ 2 Preview
758 - Annie and Blitterburner
759 - Visit Merseyside Sample
763 - Cave Runner and Track Record
764 - Roger Dean Picture Slideshow
765 - Iron Maiden Picture Slideshow
767 - Hymnes From the Bible III
777 - Quetzalcol Playable Preview
778 - Necrnom Preview
779 - Charley Playable Preview
792 - Aliens Mega long Sample * (2)
794 - Black Monks Breack Dance Music
795 - Mind Warp Collection No 2
797 - Maadonna Hanky Panky
798 - Turbo Mark Animations
804 - Jean Micheal Jarre Equinoxe
807 - The Twist
809 - Pang Playable Preview
810 - Image Demo Collection
811 - ITV Mega Nusic No 7
812 - 4 Mat of Anarchy Reflections
813 - Vox Dei Mega Demo
814 - Jarre's Ultimate Doclands II
815 - Comic Strip Presents
816 - Amiga Chart No 5
817 - Fresh Cola The Semi Coders(2)
819 - Genisis Land of Confusion
823 - Sam Fox Big Bobs
824 - Electric Channel 5 By Impact
825 - The Pink Goes Ape Animation
829 - Shadow of the Beast Music
830 - We are the Robots
833 - Emi Ivory Gold
834 - Star Wars Pictures
835 - Christmas Music
840 - Rising Force Music No 1
842 - Waterproof
843 - Phalanx Music
844 - Magic Roundabout
845 - Hacking elations

Various
F315 - Amiga Fox Word Processor
V17 - VC Spreadsheet
V21 - Word processing disk
V27 - Quick Base
V29 - House Hold Inventory
V43 - Jassbench
V56 - Disk Master V3.0
V81 - D-Copy
V89 - Megaman V1.5
V90 - PDS Utilities Very Useful

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for use with the Devpac 2 assembler. The really good bit is a long discourse on optimizing 68000 assembly language – that is, making it as fast as possible. The author of this particular piece is Lawrence Vanhelsuwe and he really does seem to know his stuff on the subject. He also objects to the *PCM* running ludicrously irrelevent, sensationalist material.

KEFRENS/ METALLION UTILS

AMIGANUTS 848

The *Powerfonts* utilities do a very good job indeed and are all clearly explained.

This disk of utilities was knocked up by Metallion of the Kefrens coding group. There are only five different programs, but each one has a good explanation with it. A clear case of quality rather than quantity, for a change.

The first utility is *NewTopaz*. Topaz is the standard font on the Amiga, which means that the vast majority of serious software looks much the same. *NewTopaz* allows you to replace Topaz with the font of your choice, so that your serious software gets that personal touch and will work with the font of your choice.

There are two font designers on the disk, plus lots of preset fonts to experiment and play with. *Powerfonts8* deals with 8 X 8 fonts, *Powerfonts16* manipulates the larger 16 X 16 type. They're simple to get to grips with, not fussy and with just a few fancy bits to make them look good. *Powerboot*, by contrast, is an icon-driven program to make up boot disks to taste. Start-up and comment messages are easily added, as is a start-up facility to get your programs running.

Completing the line-up is *QuickRAM*, which actually copies commonly-used DOS commands to RAM disk, which enables you to use the CLI without too much fuss on single drive machines.

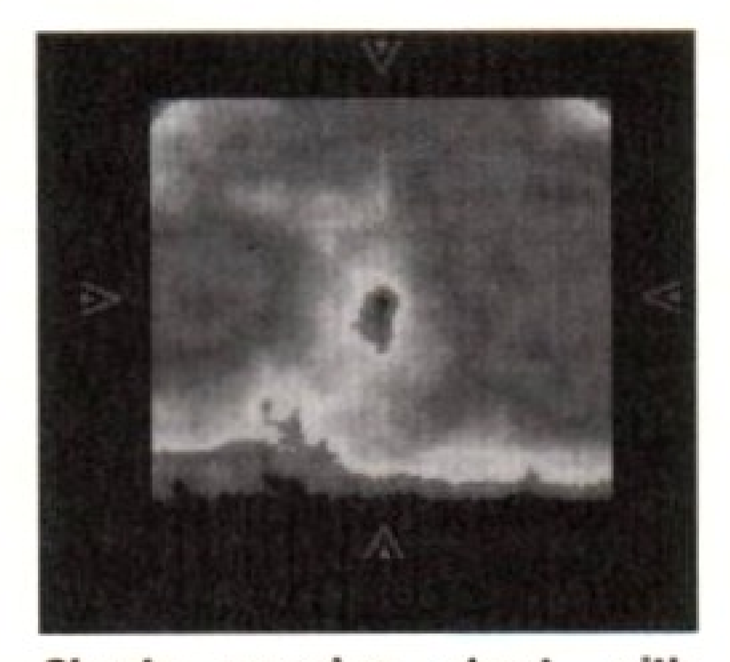
PROPHECY FRACTAL SCAPE II

CRAZY JOE'S 1078

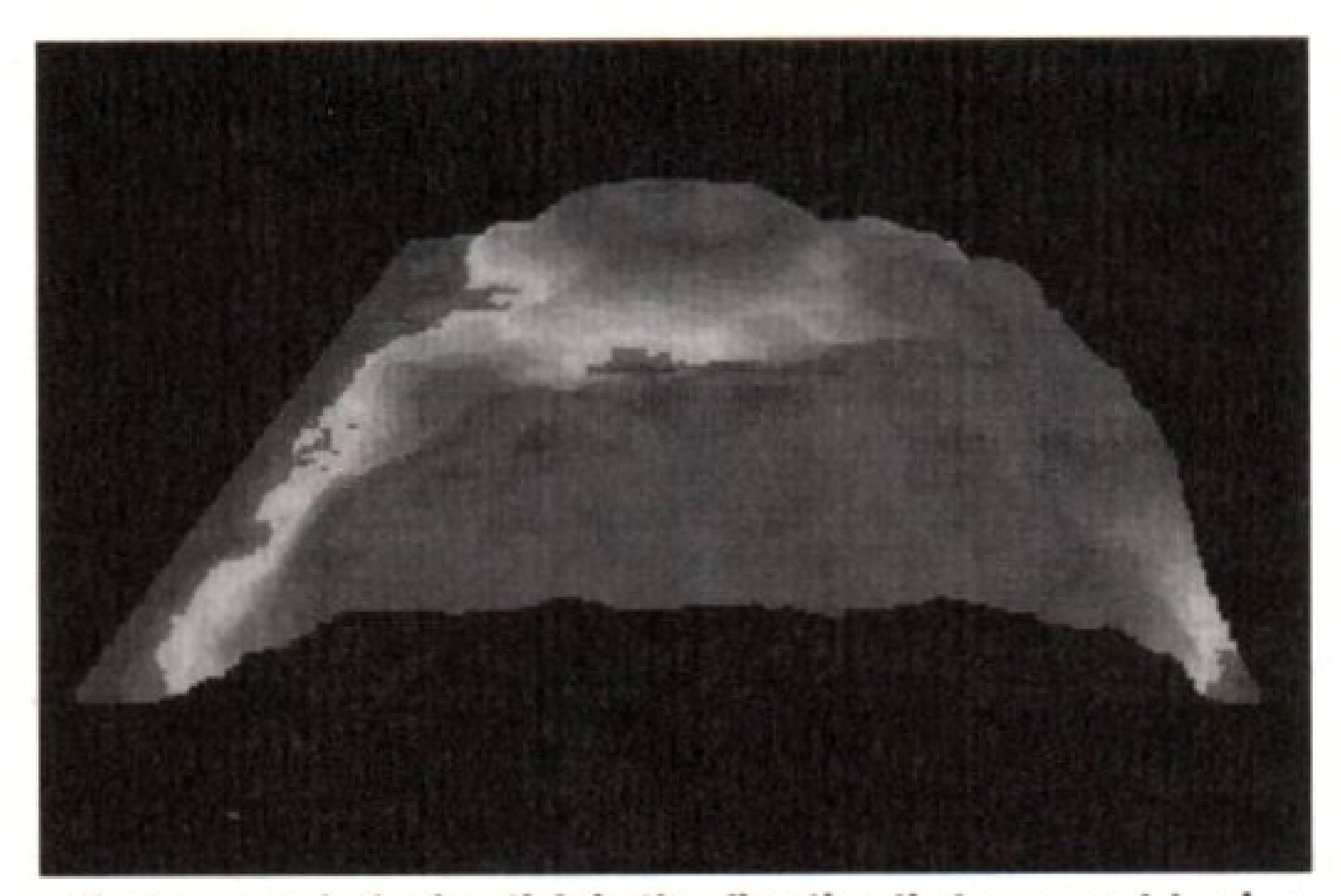
An unusual program. Prophecy are a coding crew, which is the message you get from the coloured starscape intro, so in theory this should be a demo. It's not, though – it's a fractal viewing program.

A fractal is speedily generated in a window at the top of the screen. You can zoom in on it or change the colours. Once you are happy with the fractal outline, you can view it as a landscape from one of four different directions by tilting the joystick and then simply pressing the firebutton.

Although it is a bit limited compared to other fractal generators, this one does have the advantage of being very fast. The main interest is in Prophecy doing a more 'serious' program – is this a trend to come? What's next – *SCA Wordprocessor*? *Scoopex Database*? Time will tell.



Simply messing about with *Fractal Scape*. First the fractal can be zoomed in on, and the colour palette selected...



...then you push the joystick in the direction that you want to view from, and a fractal landscape is drawn in a few seconds.

TOP TEN UTILITIES Start Computer Systems	TOP TEN DEMOS Start Computer Systems
1. North C	1. Budbrain Megademo
2. C Manual	2. Digi Concert VI
3. Sid V1.6	3. Enterprise Leaving Dock(1 Meg)
4. Business Pack	4. Crionics Megademo
5. Noistracker	5. All New Star Trek
6. JazzBench	6. D-Mob Music 4
7. Rendle Europa 6	7. Fraxion Horror
8. MessyDos	8. Walker Demo II
9. TV Graphix	9. Sound of Silents
10. Amibase	10. Alcatraz Megademo 4

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- M009 COMIC STRIP MUSIC - Lashings of ginger beer, come and get it. 1 meg only
- D031 Teenage Mutant Hero Turtle Demo - for the kid's Christmas stockings
- D028 Red Devil Compilation 8 - Technically rather good. 1 meg only.
- M017 Ipec Elite Disco Fever - Get down!
- M012 Cesspit at the end of the rainbow music - exclusive and different
- D035 EPIC GAME DEMO (1 meg req) - Brilliant Ocean demo, awesome graphics.

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ART629 STEALTHY II (1 MEG)	MUS607 BEATLES MUSIC	UTL620 D-COPY
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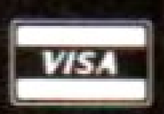
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5. All new Star Trek (game)
6. D-Mob Music 6
7. Fraxion Horror
8. Walker demo 2
9. Sound of Silents
10. Alcatraz Megademo 4.

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Name..
Address..
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....

1. How old are you?
Under 12 .... ☐
13-18 .... ☐
18-24 .... ☐
25-40 .... ☐
41-60 .... ☐
Over 60 .... ☐

2. What sex are you?
Male .... ☐ Female .... ☐

3. How much do you earn a year?
Under £3,000 .... ☐
£3,001-£6,000 .... ☐
£6,001-£10,000 .... ☐
£10,001-£15,000 .... ☐
£15,001-£20,000 .... ☐
Over £20,000 .... ☐

4. Which computer(s) do you own?
A1000 .... ☐ A500 .... ☐
A2000 .... ☐ A1500 .... ☐
Other (please specify)............

5. What hardware do you (a) own or (b) intend to buy during 1991?
Second disk drive .... a ☐ .... b ☐
Hard disk .... a ☐ .... b ☐
Joystick .... a ☐ .... b ☐
MIDI interface .... a ☐ .... b ☐
Modem .... a ☐ .... b ☐
Memory upgrade .... a ☐ .... b ☐
Printer .... a ☐ .... b ☐
Monitor .... a ☐ .... b ☐
Freezer cartridge .... a ☐ .... b ☐
Sound sampler .... a ☐ .... b ☐
Genlock .... a ☐ .... b ☐
Video digitiser .... a ☐ .... b ☐

6. What software do you (a) own or (b) intend to buy during 1991?
Word Processor .... a ☐ .... b ☐
Database .... a ☐ .... b ☐
Spreadsheet .... a ☐ .... b ☐
Graphics .... a ☐ .... b ☐
Video titling .... a ☐ .... b ☐
Desktop publishing .... a ☐ .... b ☐
Communications .... a ☐ .... b ☐
Assembler .... a ☐ .... b ☐
Accounts .... a ☐ .... b ☐
CAD .... a ☐ .... b ☐
Programming language .... a ☐ .... b ☐
Music .... a ☐ .... b ☐
Sound sampling .... a ☐ .... b ☐
Video digitising .... a ☐ .... b ☐
Educational .... a ☐ .... b ☐

7. Will you buy games in 1991?
Yes .... ☐ No .... ☐

8. How much do you use your Amiga for the following?

	Games?	Art, music etc?	Business?
Lots	☐	☐	☐
Quite a bit	☐	☐	☐
Not much	☐	☐	☐
Not at all	☐	☐	☐

9. Which computer magazines do you buy? (Please give each a rating out of 10)
Amiga Format............ /10
.... /10
.... /10
.... /10
.... /10
.... /10

10. Rate our regular sections out of 10 and indicate whether you think there should be more or less of them. (Tick the same number of 'more' and 'less' boxes.)

		More	Less	Same
News	/10	☐	☐	☐
Disk	/10	☐	☐	☐
Graphics	/10	☐	☐	☐
Previews	/10	☐	☐	☐
Screenplay	/10	☐	☐	☐
Gamebusters	/10	☐	☐	☐
PD Update	/10	☐	☐	☐
Music	/10	☐	☐	☐
Beginners	/10	☐	☐	☐
Competitions	/10	☐	☐	☐
Workbench	/10	☐	☐	☐
Letters	/10	☐	☐	☐
Adverts	/10	☐	☐	☐
Hardware reviews	/10	☐	☐	☐
Software reviews	/10	☐	☐	☐

11. What is the main reason you buy *Amiga Format*? (tick only one please)
For the Coverdisk .... ☐
For the reviews of new products .... ☐
For the tips on using the Amiga .... ☐
For the ads to look for good buys .... ☐
For the latest news .... ☐
For a good read .... ☐

12. How many issues of *Amiga Format* have you bought? ....

13. How many issues of *Amiga Format* do you expect to buy in the next 12 months?
....

14. How many people read your copy of *Amiga Format*? ....

15. How much does the cover design of this issue appeal to you? .... /10

16. What has been your favourite cover on *Amiga Format*? (tick the issue number – a reminder of the covers on Page 161).

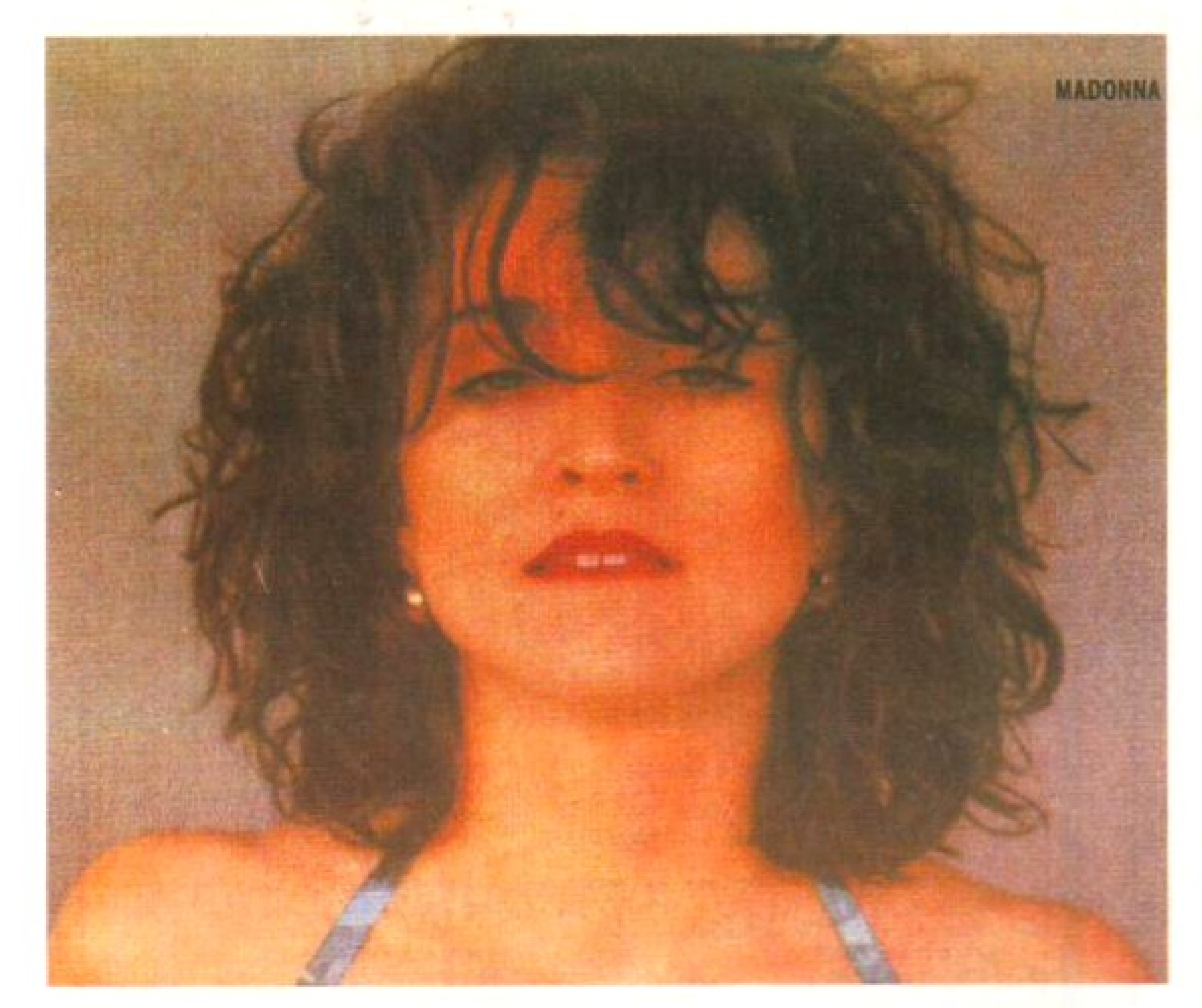
1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐ 6 ☐ 7 ☐
8 ☐ 9 ☐ 10 ☐ 11 ☐ 12 ☐ 13 ☐
14 ☐ 15 ☐ 16 ☐ 17 ☐ 18 ☐ 19 ☐

17. Please give a rating out of 10 for the following aspects of *Amiga Format*.
The quality of the Coverdisk .... /10
The usefulness of its tips and advice .... /10
The reliability of the reviews .... /10
Its value as a good read .... /10
Its up-to-dateness of information .... /10

18. What sort of features would you like to see in *Amiga Format*? (tick only two)
Games features .... ☐
Serious software comparisons .... ☐
Hardware comparisons .... ☐
Interviews and profiles .... ☐
Tutorials for individual programs .... ☐
Programming tutorials .... ☐
Introductions to areas of computing (comms, DTP, PD etc) .... ☐

19. Please use this space to give any other comments on how *Amiga Format* can be improved.

Thank you for your time and trouble!



Big Stars Hit the Amiga

Chart hits are to be transferred to Amiga disk for you to use with your own Music X or MIDI set-up.

The big hits of the big stars, from Kylie Minogue and Madonna to Status Quo and Beethoven, are about to hit the Amiga. The *Hands On* series is a range of professionally-arranged sequences – in other words, whole compositions – licensed officially from the relevant record companies and including full lyric sheets.

They come in both *Music X* and MIDI file formats and 40-plus songs are available now with more in preparation. Prices per disk are £19.95 and each disk will contain either four chart hits or two classical pieces. Songs so far announced include Madonna's *Hanky Panky*, Black Box's *Ride on Time*, *Bad* and *Thriller* from Michael Jackson and Dire Straits' *Walk of Life*.

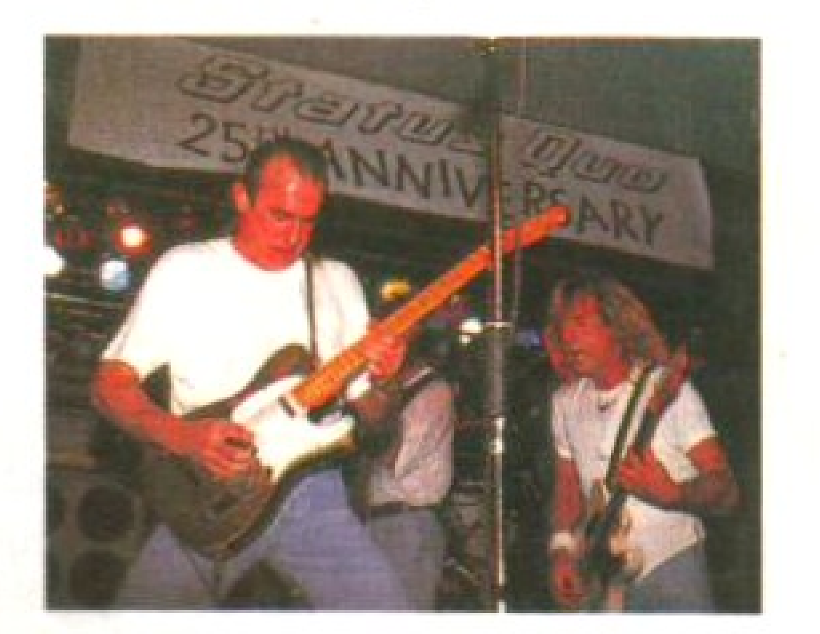
Island Digital have been appointed as the sole retail outlet for the *Hands On* series for the Amiga. They are configured to run with Roland D-110 and MT-32 modules and hence the CPM 32, 32L and CPM 64 computer modules. It goes without saying that you can run them with any sound module, though.

You'll just need to fiddle about with voices, channels and drum note numbers to get them to sound right: your consolation is that the notes themselves are perfect. Roland have chosen to bundle the series in with their computer music packages aimed at Amiga users.

The concept of buying tunes on MIDI file has gained great popularity both on the continent and in America. *Hands On*, based in Hampshire and run by experienced arranger Dave Clackett, is one of only a few UK specialists in the field, using professional arrangers for the task. The first selection of tunes is available now.

Island Digital ☎ 0705 464704

The big-name acts whose tunes will hit the Amiga shortly after they reach the charts include: Neil Diamond, Billy Ocean, Kylie Minogue, Jackie Wilson, Lionel Ritchie, Status Quo, Whitney Houston, Michael Jackson, Roy Orbison, The Communards, Billy Joel, Wings, Bros and that goddess of the popular music scene, Madonna Ciccone.





Scar-Strangled Software

Music Editor **JON BATES** muses on differences in price between software in America and over here.

Every once in a while I talk to American software houses, usually to find out what is going to become available – we like to get the news before it happens. In nearly all cases the software released in the States is identical to the stuff I load into my Amiga. So how come the big price differential?

For example, *Bars and Pipes* costs $299 in the States which converts (at the going rate of $1.95 to the pound) to £153 and The Blue Riband Bakery Co. (the software house) reliably informed me that it is usually available on discount for $200 or less (which works out at £102). The asking price over here is £219.95.

Even allowing for good old VAT there is still a significant difference in the amount one has to dish out: 15% VAT brings the price to about £175 leaving an unexplained £40 or more that we have to fork out. This amounts to a 20% hike at full recommended price and, anyway, the retailer claims the VAT back. Shipping costs are minimal on this size of goods and there is no import duty payable on programs – termed as recorded data by HM Customs and Excise.

OK. There may be some justification in the cost of setting up after-sales service and helplines, but a piece of software would have to be pretty dire to need £40 per copy spent on the trans-Atlantic telephone line trying to get the darn thing to work.

SMALLER MARKET?

Other software imported from the States works out pretty much the same with 20% being the least difference and in one instance a massive 50% was added to the price. The clinching fact in this argument comes with a piece of European software that sells in the UK for £495 while its USA price works out to £385. Some common market policy!

There is the argument that the UK offers a smaller market and therefore unit costs may well be higher as less are going to be sold. Fact 1. A quarter of the worlds' two million A500s happen to live in Britain thus providing the most ideal compact market of any country bar none. Fact 2. *Music X* sold more copies in the UK than in its home country – the United States, naturally. This was the exception to the rule of price differential as the price of £145 in the UK is actually considerably cheaper than the US price of $299, even allowing for fluctuating exchange rates.

Me? I'm currently doing some serious sums with stand-by tickets to Boston central to the calculations. And yes, I *do* know that the States runs on 110 volts. Pass me that copy of *Which Transformer?*...



LEFT: This is the main screen, with which you are confronted when you first boot up the program. All the functions are available via simple buttons.

Sadly none of the patterns or, indeed, instruments created can be named, except when you load and save them as disk files, and the name doesn't appear anywhere on the screen. I found myself sketching a song on paper so that the patterns came in at the right point.

Making Waves

Two other screens complete Mugicians' facets, namely Waveform and Sample editing. The Waveform creation is possible the most detailed and flexible I have come across with a choice of 32 waveforms to choose from. These can be manipulated with some smart routines that affect the length of the waveform, the volume and rate of volume of the wave form, pitch, fine tune and pitch envelope.

Not only that but you can superimpose them onto sound samples, use them to alter sound samples and add special effects, all 15 of them, that mix and blend different waveforms or samples. If this is not enough you can also draw your own waveforms and spend ages creating the most outrageous sounds.

The sample editor has a wealth of controls for sound manipulation with all the usual looping, cut and paste, pitch shift, filtering and reverse that are standard for this sort of facility.

It's new, it's cheap and it can make music using just the sound capabilities of your Amiga. But does it really do anything that's new? **JON BATES** finds out.

Mugician

Soundchip Tune Creator ■ £29.99 ■ Thalamus 0734 81726

Mugician is a self-contained Paula-playing sequencer that is also capable of manipulating and creating its own waveforms. In other words, you can create tunes and play them back using just your Amiga and you can create sounds for your tunes to use.

It follows on the lines of *Soundtracker* in that you have a series of patterns that are then ordered into a song by a master song sequencer. One of its distinct features is that you can play the notes in directly from the Qwerty keyboard into each pattern.

On booting up you get the main song sequencer which plays a suitably virtuosic demo tune. More are available but, sadly, when asked to load them, the whole thing locked up – the only time the software failed on test, incidentally.

A La Carte

Mugician doesn't have menus: you jump from screen to screen by icons and your first port of call should be the pattern editor. The pattern editor can hold up to 64 steps, each step being the same length, and they are arranged in a table with editing, speed and instrument controls arranged around it.

To get the correct rhythm you leave gaps. You pick the instrument number you want, then hit edit and play simultaneously. You are now able to play the phrase and hopefully the program will record it perfectly.

One or two problems here. Although there is a quantize option that rounds up what you play to the nearest number of steps (full marks, guys!) there is no metronome or beat indicator. Your first pattern will come out sounding slightly strange.



ABOVE: Click on the Load button to load in your first tune. Don't try this at home, though, because the demo tunes are the only place the program locks up: otherwise, the software is perfectly solid!

To alter the speed you either have to return to the main song page or insert a speed command at the top of the pattern. The manual doesn't make this very clear although it points out that neither quantize or speed values concur with usual music values.

Hearing Voices

The good points are that you can play many different voices from within one pattern very easily. Each note can also have an effect applied to it and the choice of effects you have is both wide and useful.

Effects like pitchbend, note wander (bending up to the next note), altering the speed or picking one of the seven arpeggios all go to simplify the task of getting more from the notes, since each effect can be chosen for any note. You can also specify the length of the pattern and hence its loop point.

MIDI Connection

Mugician accepts MIDI note commands inwards and can play up to four separate samples on different MIDI channels. You can only play one note on each channel and, as you might expect, it doesn't recognise pitchbend or velocity commands. Thoughtfully, though, you can change the sounds by using commands which will turn your Amiga into a tone module. You could run this from any MIDI keyboard and indeed any MIDI instrument with a built-in sequencer.

Although it has its peculiarities, *Mugician* is certainly excellent value for money and is a very powerful music programmer that should be part of any programmer's armoury: the serious programmer's secret weapon, but not for the newcomer to music and the Amiga. As it stands it gives a great set of musical tools to the expert for a very moderate price.

Is she wearing hairspray? Is the market ready for another MIDI sequencer, even a very cheap one? These questions and more are answered by **JON BATES**.

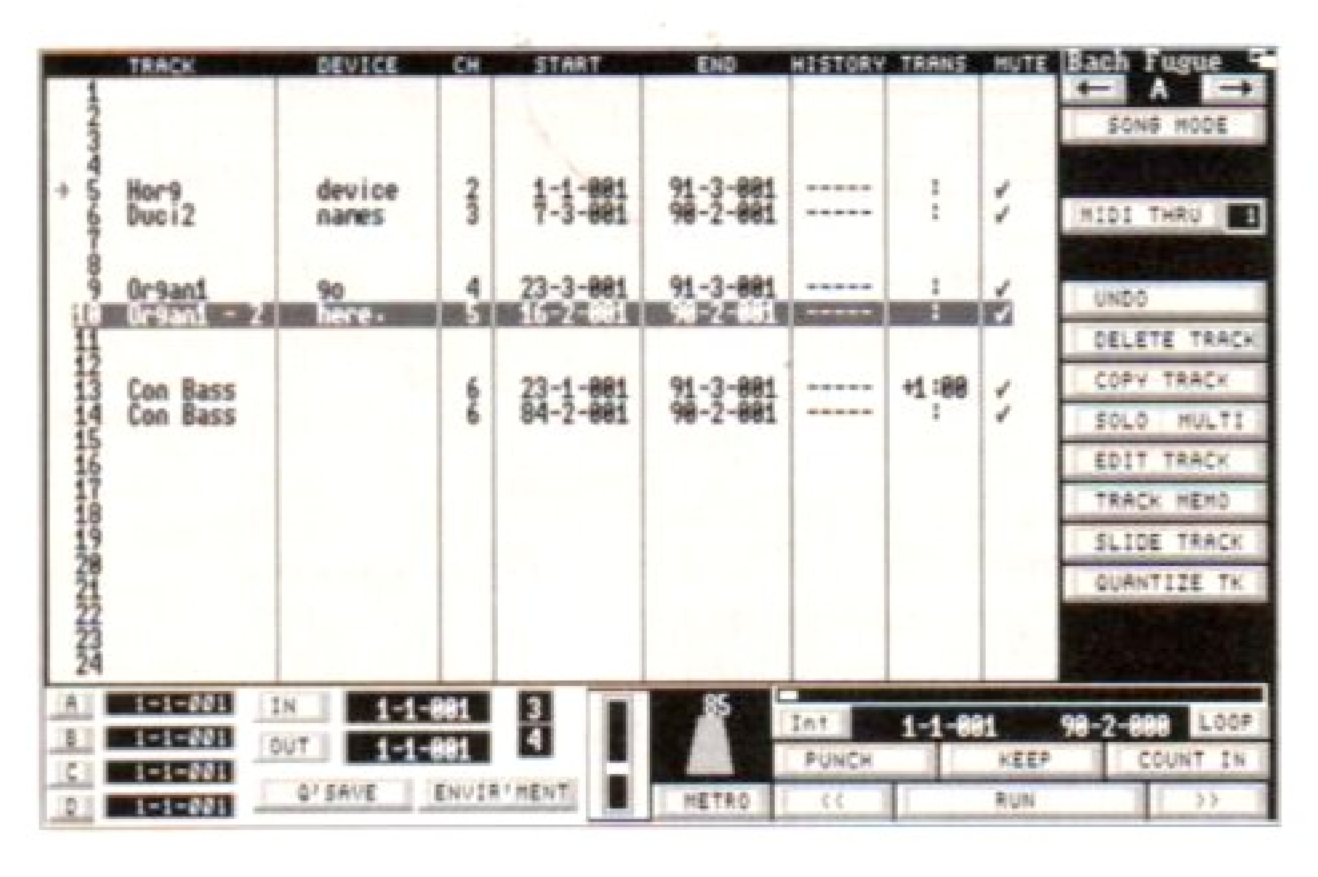
Harmoni

MIDI Sequencer ■ £49.99 ■ The Disc Company ■ 010 331 4910 9995

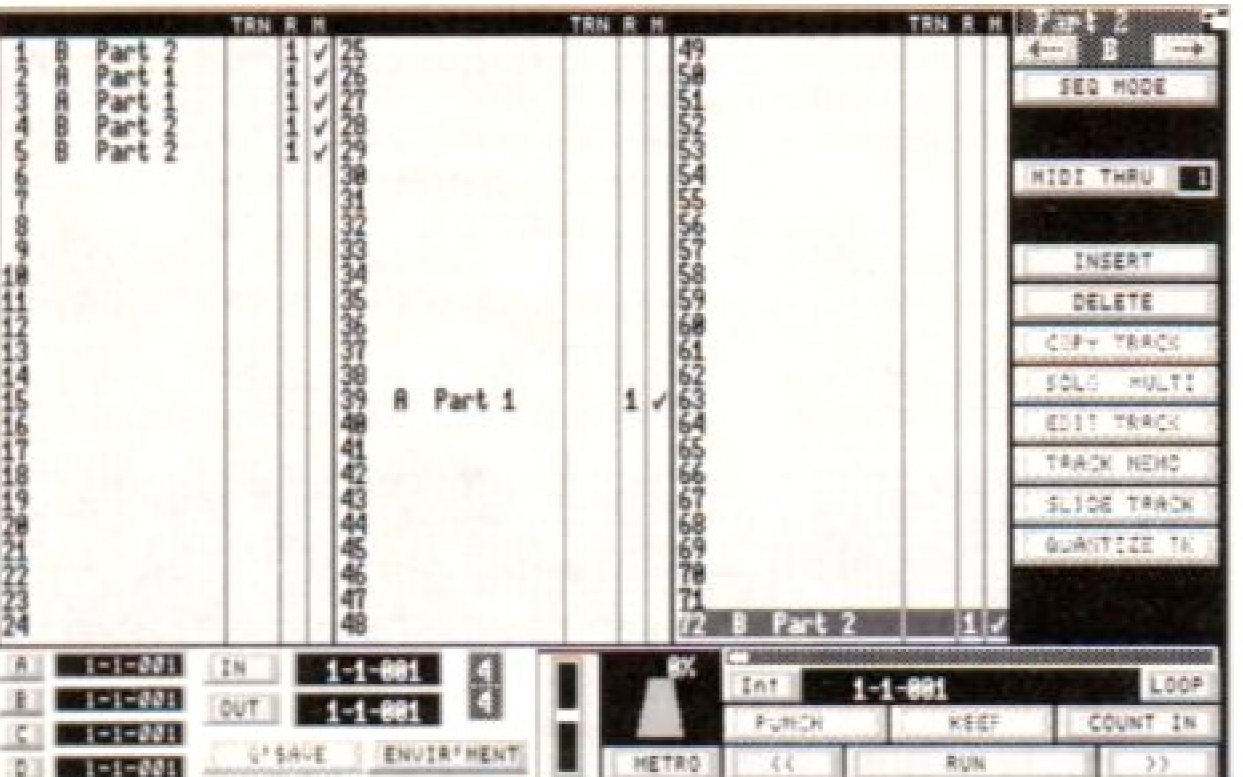
In a copious and well-planned manual you find that *Harmoni* can perform many functions: regional and global editing, track looping, MIDI filtering, track sliding to create delay effects, quantize options, event editing, punch in and out, merge and de-merge plus neat effects like arpeggiate and note reversal. Everything runs from the one main screen which uses overlays for different functions.

Oddly enough, when I booted it up it didn't default to some features; the count-in didn't work because it hadn't set itself up and the safety net function which brings up query boxes before committing major acts like deleting tracks was not a default. However you can set these up for later use as part of an 'environment' which also includes track names for specific channels, time display (SMPTE or bars), MIDI metronome, count-in and sync options.

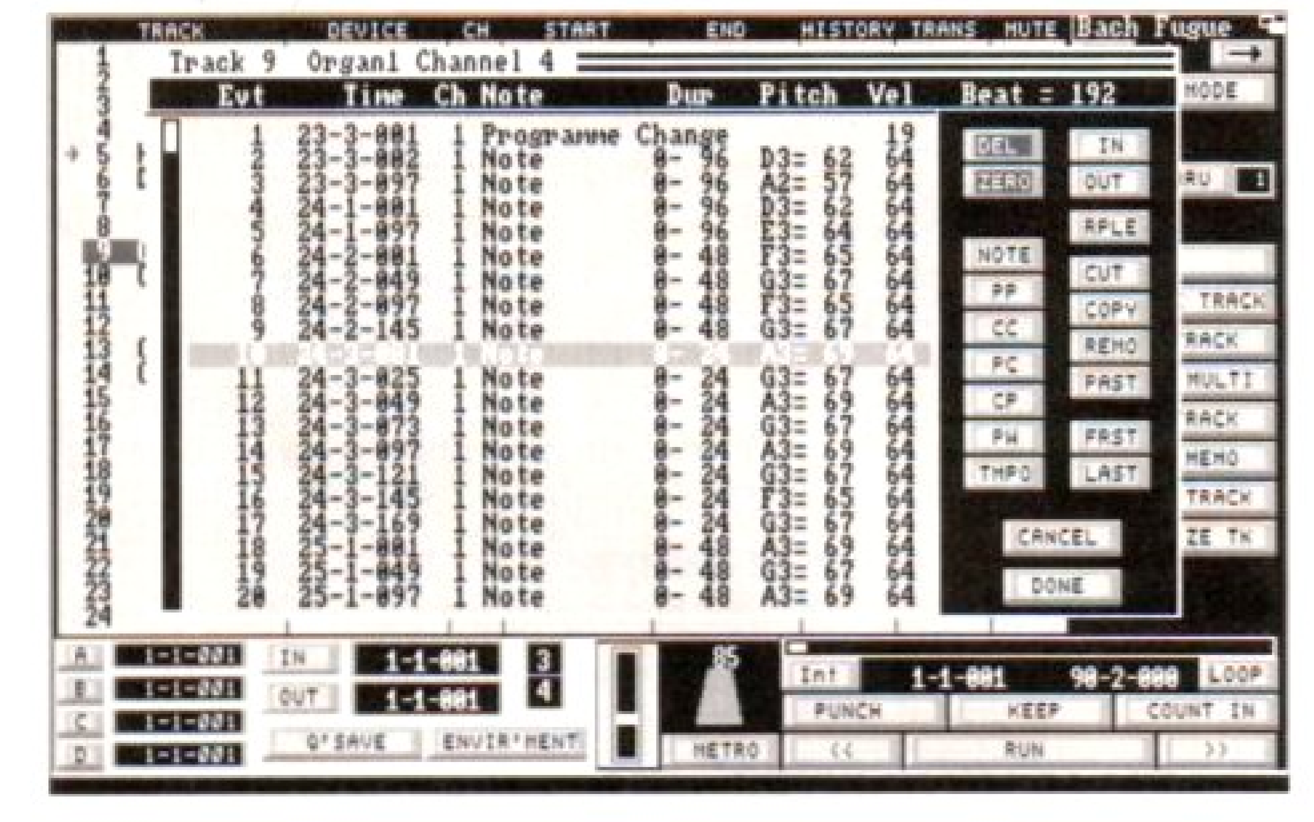
All numerical values are altering by clicking on the appropriate window and moving the mouse backwards or forwards; quite a quick way to do it unless you need to change a value from 0 to 127 in which case you use the mouse like a toy friction car!



TOP: Main screen: The sequencer with some of the 24 tracks filled. Controls for most common operations are situated to the far right and below'



BELOW: Song screen: Here's where you list and chain together the 4 sequencer pages in up to 72 steps'



BOTTOM: Event screen: The event editor only uses a numeric stream. Although every short cut is there to help you, it is still a slow way of doing it.

On the Track

The 24 tracks show you what device/instrument you are using, the channel it was recorded on, the counter number that it starts on stops on, the history and also transposition, plus a memo pad for each track to carry additional information.

Copying tracks is very easy, just click and point. You can mute or solo any track and most of the things that you would want to do quickly are either on a series of screen buttons situated on the right or on one of the drop-down menus. I liked the idea of a quick save option. Once you have set up the initial files you can clout this button any time which saves the latest version of your music without the need for a file window.

There is no record button as such. You hit Run and this will play back anything that isn't muted as well as letting you input notes. The new data goes into a storage buffer: you then highlight the track you want to store it on and hit 'Keep'. The MIDI channel is changed by the Thru box for each overdub and all is very easy to use. There is an undo function which will negate the last process.

Fun With Loops

There are eight auto-locate positions – four visible and four hidden under function keys – for jumping around within any sequence and a loop feature, which is rather limited as it can only loop a whole sequence globally from the length of its longest track. You can punch in and out of any track and replace sections by using the locators below the track listing.

Usefully, quantize is on this main page but its cupboard is rather bare as it is restricted to note on, duration or both with no refinements like humanise or capture. In a similar fashion the velocity of any track can be scaled up or down or fixed.

Bulding Sonds and Editing

Harmoni is not just restricted to 24 tracks. There are three more screens each with 24 tracks. These are labelled A B C D and are flipped over from the main screen. Each new page needs a separate file on disk but it should be noticed that you cannot run the pages concurrently, only one after another.

The four sequences are assembled in the 72-stage song mode and played in order of appearance in the list. It did seem, though, that you can only have four main sequences, which might be a bit limiting. The final order of sequences is saved as a Song file.

Editing is by data stream, not my favourite as it takes a lot of time to sort out details which are far better displayed graphically. To be fair, Harmoni tries to make editing as easy as possible with handy insert buttons. You can quickly set up regions to copy, paste and insert or delete and any value can be zeroed rapidly.

Oddly enough, the event editor didn't appear to display channel pressure (aftertouch) although it will edit and insert this data. Its main problem is that you can't play back the sequence whilst editing.

As to the effects, these are created in the main track page and they are: arpeggio, which turns chords into note by note broken chords, note reversal and a note inverter which plays phrases in mirror image the other side of a pre-set fixed point. All good stuff on the creative side.

Conclusion

Generally the program is good and, while not offering you the earth, is nevertheless successful and excellent value for money, with no competition in its price range. The strong points are ease of use, helpful features not found on budget software and a good song chaining function. Its weaknesses are the lack of graphic editing and the rather basic quantize functions. If you want to know more, try the Paris phone number above between 1pm and 5pm and ask for the Technical Support department, who speak perfect English.

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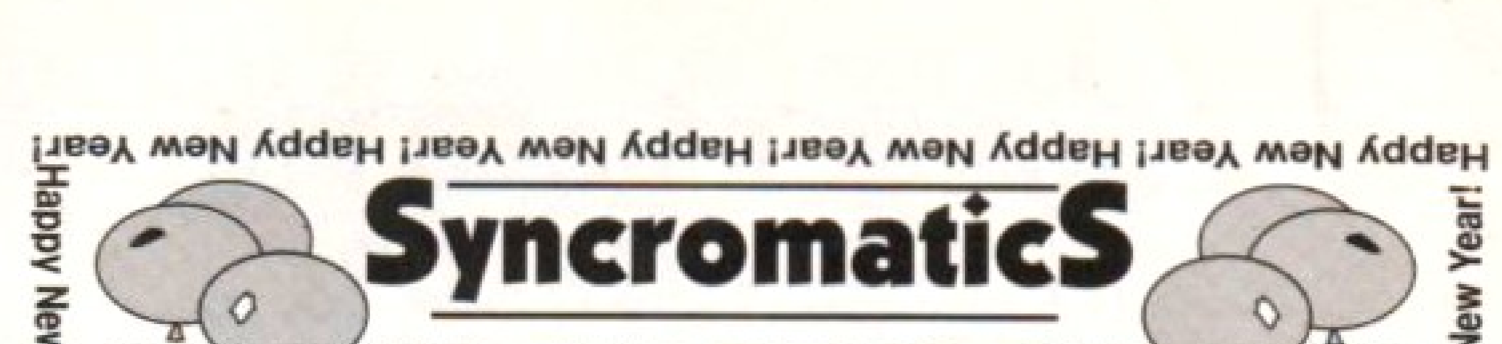
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Taking the First Steps

Getting your printer to work can the trickiest problem of all. In the second part of a continuing series for serious beginners, **MARK SMIDDY** helps you out.

The Christmas Commodore Show went down with a bang. As usual, the band of intrepid willing beginners trooped along to Commodore's technical support stand with their queries – and one of the most common questions was "How do I get a printer to work with my machine?"

Further investigation revealed the majority of people had managed the hard part (getting the printer attached to the Amiga) but were finding great difficulty getting a printer driver to match it. Most people knew what they needed to do, but could not cope with Commodore's *InstallPrinter* software.

In answer to this question, this month's Coverdisk features a replacement for *InstallPrinter* which will copy a printer driver from any disk to any other disk and assumes you have a minimal system with one disk drive. Ordinarily you would have to nip to the Coverdisk pages for this, but installing and using this simple program will make a useful exercise. More experienced users may be interested to note that this program is actually an AmigaDOS script which can be examined and modified if necessary from the CLI.

LESSON 4: INSTALLING A PRINTER DRIVER

You will need:

- This issue's Coverdisk
- A copy of your Workbench disk

InstallPrinter will replace the original Commodore program supplied with Workbench, so you should only work on a COPY of the Workbench disk supplied with your machine. Details of how to do this are described in last month's *Amiga Format* on Page 241 and also in the manuals supplied with your Amiga. Never, for any reason, modify the original disks.

The following instructions serve to demonstrate one way of copying a Workbench file between two disks – there are many others.

All machines

1: Open the "write protect" shutter on your Workbench disk
2: Close the "write protect" shutter on the *Amiga Format* Coverdisk
3: Boot (put it in the drive and switch on) your copy of the Workbench disk.
4: Open the Workbench disk by double-clicking its icon.
5: Open the drawer marked 'Utilities' by double-clicking its icon.
6: Users with two or more drives, proceed to Step 9
7: Remove the Workbench disk from the internal drive (dirive df0: that is).

THE NEW INSTALLPRINTER PROGRAM

By special arrangement with Designer Mouseware and Bruce Smith Books, this has been reproduced from *Mastering AmigaDOS Scripts*, another volume in the Mastering AmigaDOS series. Although this script is normally distributed under the Charityware principal, *Amiga Format* readers are licenced to use it freely. You may give it away but new users are expected to make a contribution of at least £1 to any registered charity.

8: Insert *Amiga Format* Coverdisk 19 into the internal drive.

Users with two or more drives

9: Insert *Amiga Format* Coverdisk 19 into any external drive.

All machines

10: Open the Coverdisk by double-clicking, as described at 2.
11: Open the drawer marked "Getting_Started", as described at 3.
12: Point the mouse pointer at the icon labelled *InstallPrinter*.
13: Press and hold the left-hand mouse button
14: Move the mouse and the icon moves with it. (This little procedure is called 'dragging'.)
15: Drag (move) the *InstallPrinter* icon over the icon labelled InstallPrinter in the window marked 'Utilities.'
16: Users with two or more drives proceed to step 18.

Continued overleaf ▸

PRINTER NOT WORKING? TRY THESE ANSWERS

The printer is not switched on
Switch the printer on. If this is the first time you have used the machine get it to do a self-test also. The way to do this varies from printer to printer but usually it involves holding down either "Form Feed (FF)" or "Line Feed (LF)" while switching on. Consult the manual and find the right way to do it before trying this.

Printer is not "on-line"
Press the button marked "on-line" or switch on and off again.

The printer is not plugged into the computer
Check all leads and cabling from the computer to the printer and the mains cable. If you have forgotten to plug the computer to printer cable in at one end SWITCH EVERYTHING OFF FIRST!

Wrong printer driver installed or no printer driver present
Copy the correct printer driver for your machine to the Workbench disk and select it from Preferences. The easy way to do this is use the *InstallPrinter* program on the Coverdisk, the use of which is covered in more detail on this page.

The printer interface has not been selected from Preferences
Run the 'Preferences' tool and select the appropriate type of printer interface to suit your machine. In most cases this will be parallel - which is default. If you have a serial printer you'll also need to set the baud rate and parity etc. The exact settings vary from machine to machine, so check with the printer's manual or your supplier.

The printer ribbon has become dislodged from the print head or is not fitted
Ensure you have fitted the ribbon (or ink cartridge) correctly.

You are trying to print graphics on a daisy wheel or other text-only printer
This can be done – but it's VERY complex. At this stage do not attempt to print any graphics until you understand the machine. Better still, get a proper graphics printer.

You are trying to print colour graphics text on a mono printer
Change the colour of the text – see the manual with your word processor. If you are using *Notepad*, you may be able to improve the situation by altering the Preferences settings.

Ribbon is badly worn or ink cartridge needs replacement
Replace the ribbon or ink cartridge.

Printer is out of paper
Insert some paper – it sounds obvious, but people forget!

Users with one drive

17: The Amiga will now prompt you with a message like this: "Insert volume Workbench1.3 in any drive" and that is exactly what you should do.

All machines

18: The new *InstallPrinter* program will be copied from the *Amiga Format* Coverdisk to your duplicate Workbench. This completes the installation procedure for this program.

If you experience trouble

The only problems you are likely to encounter with this relatively simple operation is a requester stating: "Volume Workbench 1.3 is write protected" or a message like "Error while opening InstallPrinter: 222".

In the first case, this means you have forgotten to close the write protect notch on the Workbench disk! If this happens, just remove the disk, slide the small black tab to the closed position and try again.

In the second instance, you have tried to copy *InstallPrinter* from the Workbench disk over the new program supplied with the magazine. The error message "222" is telling you the icon (program) cannot be deleted – this was done deliberately to stop you accidentally overwriting it! If this happens, start again from scratch and follow the instructions carefully.

LESSON 5: USING INSTALLPRINTER

You will need:

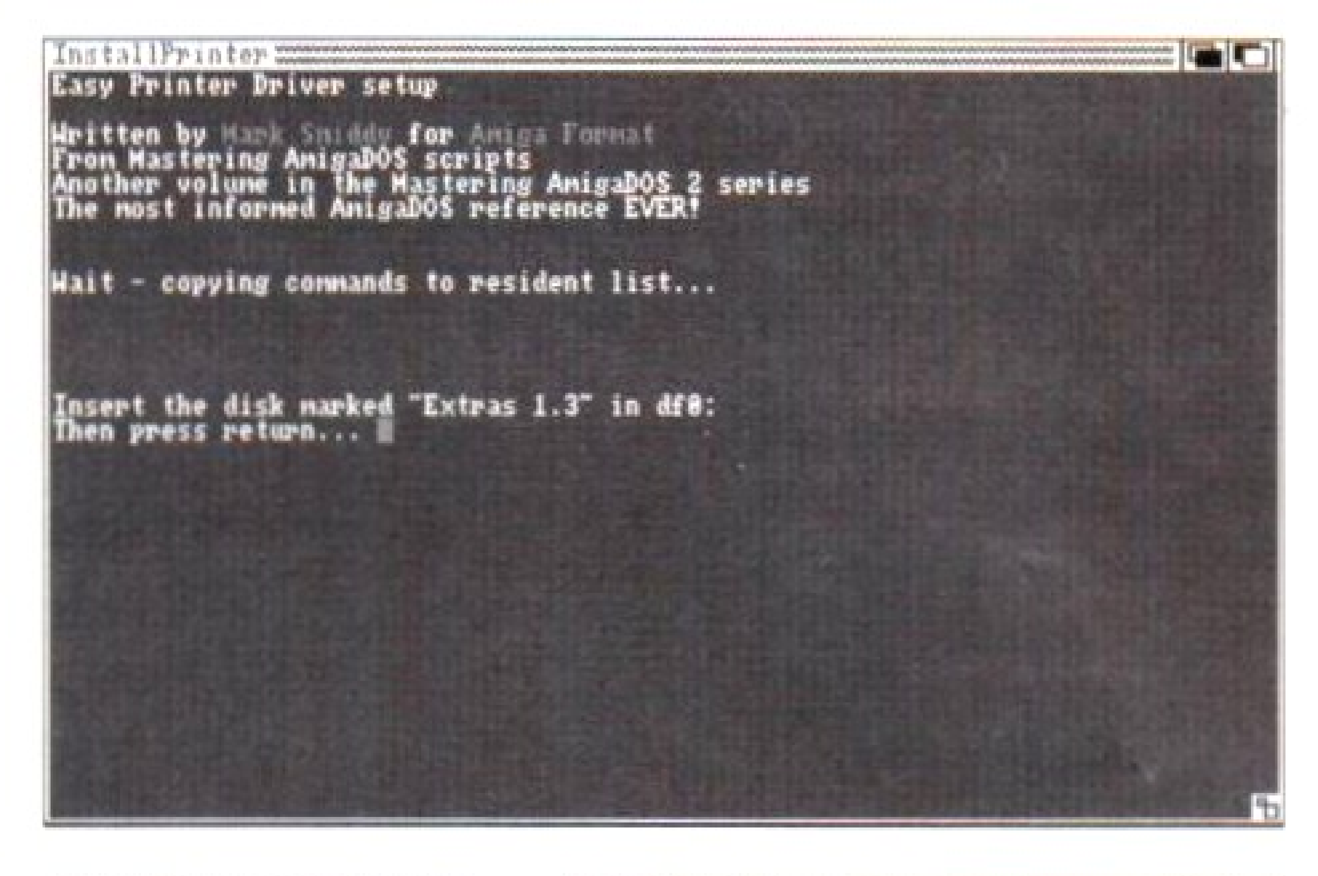
- Your copy of Workbench with the new *InstallPrinter* software

The description given here applies to the *InstallPrinter* software you received free with this magazine and not the one supplied by Commodore. This software was written with beginners in mind, works on a much wider range of machine configurations and should be a lot easier to understand.

Before using this software, you should already have a printer attached to your machine and the printer's manual to hand. It is possible the exact model of printer you have will not be supported – but it may be able to 'emulate' one of those that is.

For instance, if you have one of the popular Star LC-10, Citizen 120D or Panasonic KX-P1081 series you will be able to use the EpsonX driver. More of this in a minute. If you don't have a printer just yet, you can still run this program for the experience.

If you have got to this point after copying *InstallPrinter*, described above, your Workbench disk will still be in drive df0: and the Utilities window will be open. If not, insert your Workbench disk, open the Utilities drawer. Now double-click on the InstallPrinter icon. A window will open to fill the whole screen and with some text, as shown in Figure 1 above.


```
InstallPrinter
Easy Printer Driver setup

Written by Mark Smiddy for Amiga Format
From Mastering AmigaDOS scripts
Another volume in the Mastering AmigaDOS 2 series
The most informed AmigaDOS reference EVER!

Wait - copying commands to resident list...

Insert the disk marked "Extras 1.3" in df0:
Then press return...
```

ABOVE: Figure 1: This is what the new *InstallPrinter* program supplied on the Coverdisk looks like. It was written by the Designer Mouseware Team, so thanks to them for their efforts.

```
InstallPrinter
copying drivers to ram: please wait...
    1  Okidata_92
    2  Howtek_Pixelmaster
    3  Quadram_QuadJet
    4  Nec_Pinwriter
    5  EpsonXOld
    6  HP_DeskJet
    7  CalComp_ColorMaster2
    8  Alphacom_Alphapro_101
    9  Toshiba_P351SX
   10  Diablo_Advantage_D25
   11  Okimate_20
   12  EpsonX[CBM_MPS-1250]
   13  HP_LaserJet
   14  Canon_PJ-1080A
   15  HP_PaintJet
   16  CalComp_ColorMaster
   17  Toshiba_P351C
   18  Brother_HR-15XL
   19  Xerox_4020
   20  Diablo_C-150
   21  HP_ThinkJet
   22  ImagewriterII
   23  Diablo_630
   24  CBM_MPS1000
   25  EpsonQ
   26  Okidata_293I
   27  Qume_LetterPro_20
Select your printer and enter its number:
```

RIGHT: Figure 2: The InstallPrinter program will offer you a Printer list like this one.

After announcing itself, *InstallPrinter* will continue by copying some AmigaDOS commands into RAM, so saving a considerable amount of disk swapping later on. You will then be asked to insert the disk marked "Extras 1.3" in the internal drive, df0:.

It's at about this stage where *InstallPrinter* differs greatly from its Commodore counterpart. This program reads the disk currently inserted in drive 0, provided it contains some printer drivers. This is quite deliberate, and allows you to supply any convenient disk. Press the Return or Enter key when ready. *InstallPrinter* will continue by copying the printer drivers into RAM – this can take a little while.

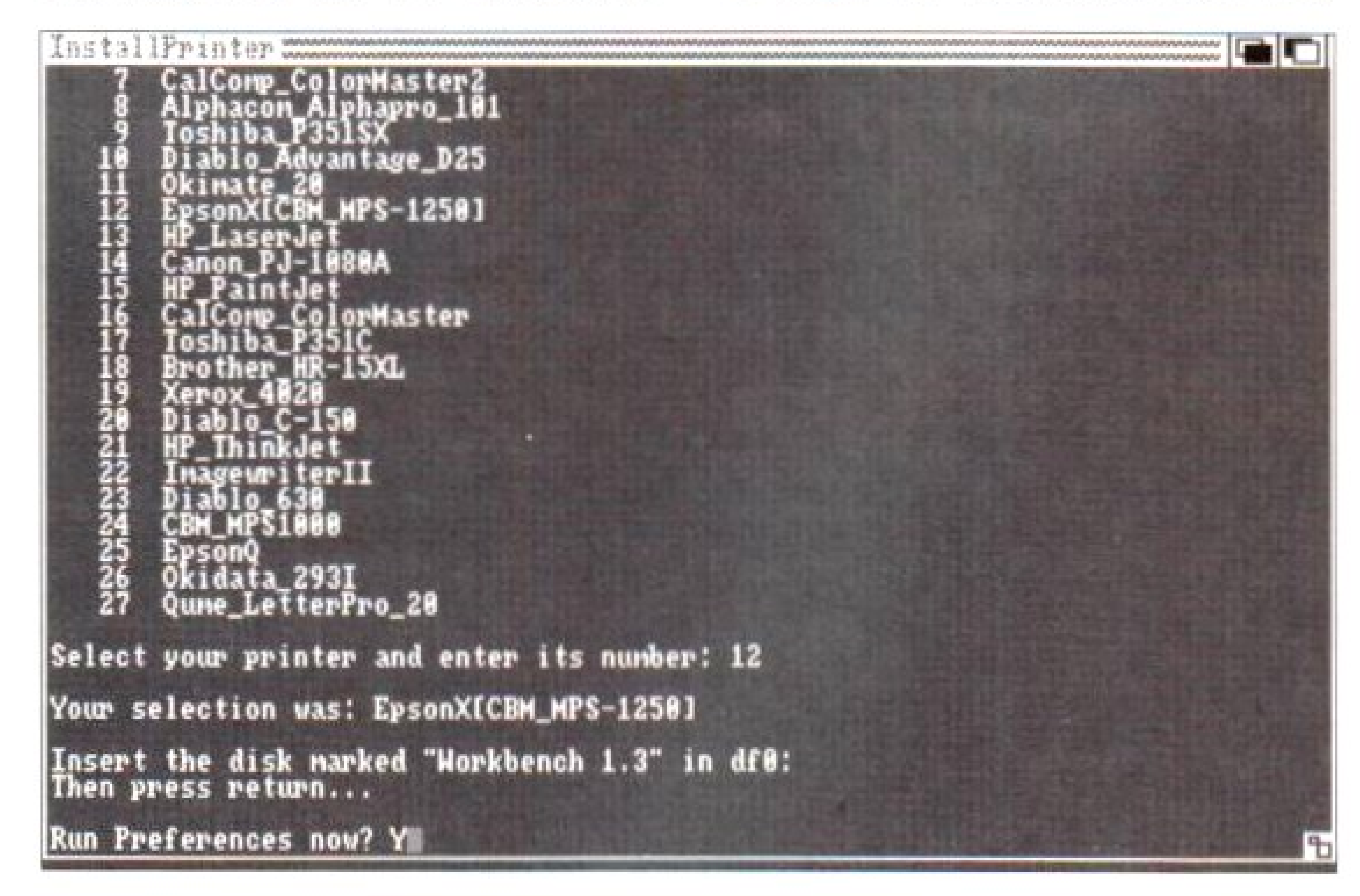
When the operation is complete, you will be presented with a list of printer drivers as shown in Figure 2.

On the original Extras 1.3 disk, there are 27 printer names in total. If you use a different disk, there may be more, or perhaps less. It's important to pick the printer name which is closest to yours – and only the printer's manual can be of help here. This isn't a cop-out, just a fact of life.

If you have a 9-pin printer which is 100% Epson compatible, then the EpsonX[CBM_MPS-1250] driver should suffice.

When you have picked the driver you want just enter the number alongside it. In these examples, if you wanted to use the HP_PaintJet driver, you would enter: 12 at the prompt. Don't forget to press the Return key.

InstallPrinter will then have a little think, echo your choice and ask you to insert the Workbench disk into


```
InstallPrinter
    7  CalComp_ColorMaster2
    8  Alphacom_Alphapro_101
    9  Toshiba_P351SX
   10  Diablo_Advantage_D25
   11  Okimate_20
   12  EpsonX[CBM_MPS-1250]
   13  HP_LaserJet
   14  Canon_PJ-1080A
   15  HP_PaintJet
   16  CalComp_ColorMaster
   17  Toshiba_P351C
   18  Brother_HR-15XL
   19  Xerox_4020
   20  Diablo_C-150
   21  HP_ThinkJet
   22  ImagewriterII
   23  Diablo_630
   24  CBM_MPS1000
   25  EpsonQ
   26  Okidata_293I
   27  Qume_LetterPro_20
Select your printer and enter its number: 12
Your selection was: EpsonX[CBM_MPS-1250]
Insert the disk marked "Workbench 1.3" in df0:
Then press return...
Run Preferences now? Y
```

RIGHT: Figure 3: *InstallPrinter* asks you if you want to run Preferences. Do so.

Next month:
A guided tour of Workbench
Preferences
The extras disk
The hard disk

Mark Smiddy is co-author of *Mastering AmigaDOS 2*. Special thanks to Roger Fischlin for the *Fenster* grabber.

WHAT'S A PRINTER DRIVER?

This question pops up all the time. Printer drivers address a specific problem which is this: there is no standard, universally accepted language for controlling printers. This might seem strange, especially since the Centronics printer port (like the one on the back of your Amiga) has been so widely accepted. But the Centronics interface only addresses the electronic connection between the computer and the printer. Software control of the printer is a completely different ball game.

At the text-only level, this is reasonably straightforward. You send ASCII (which is just plain text data) and the printer prints it. However, what about all the special effects? Double height, double width, superscript, subscript, and so on? Add colour to that lot and you enter a nightmare world of complexity.

Enter printer drivers. These act as interpreters, allowing software to communicate with printers in a language they both understand. Therefore, in order to get the best from your printer – this applies to graphics especially – you must use the correct driver. Some finer points may still require special coding sequences but this is largely software-independent.



Figure 4: The Printer screen of the Preferences section.

drive 0. Insert your boot disk, press Return, and the new driver will be copied to the disk. Next you will be asked if you want to run Preferences, as in Figure 3.

Answer Y and press Return. Shortly the Printer Preferences screen will appear and give you the choice of which printer to use, as seen in Figure 4 above.

At the top left of the display are fairly dreadful pictures of a printer and a telephone handset (it actually looks like a letter C, to me). Next to these are two large arrows and a list of three items. Unless you have already altered the printer, the word "Custom" will be highlighted in orange. Click on the up or down arrows until the name of your printer driver appears in the highlighted part. When you've done that, click in the box marked OK. This will take you to a screen which looks something like the one in Figure 5.


Figure 5: Preferences – the main screen. This is where you can have lots of fun by changing Workbench colours to livid green and pink.

Clicking on the box marked "Save" will store your new printer settings.

This might sound like a complicated operation, but that's because it has been described in detail and in a later part of this series we'll look at printer drivers in more depth. You will only have to run *InstallPrinter* occasionally – when you get a new printer or need to change the driver.

Give yourself a few weeks and you'll be sailing around Workbench like ducks on a skating rink.

Thus endeth the second lesson.

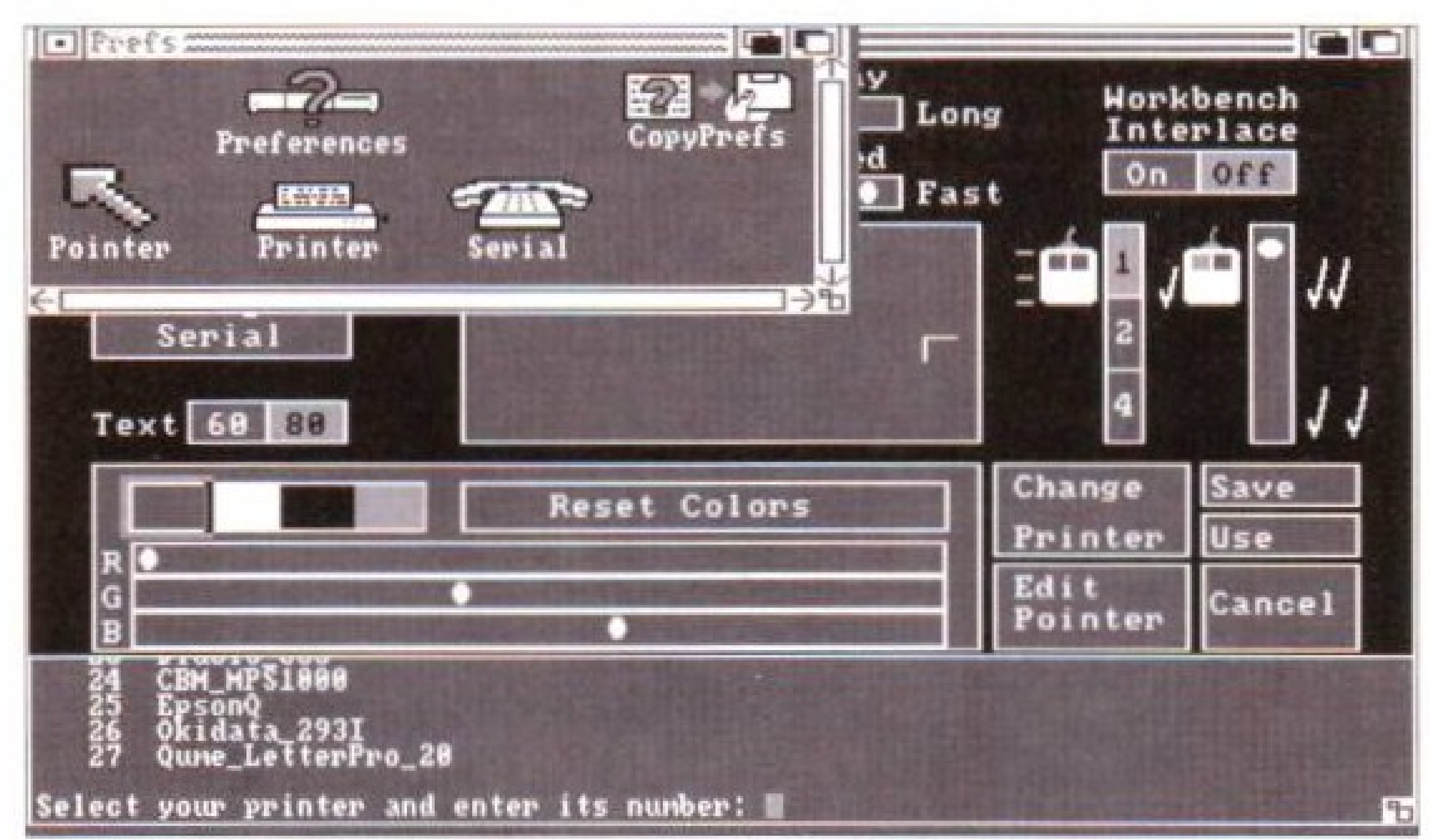


Figure 6: The Preferences drawer (top left) showing the icons.

IF YOU GET STUCK

Readers experiencing problems with the software described or content of this series should write to:

Mark Smiddy
C/O Bruce Smith Books, PO Box 382
St. Albans, Hertfordshire, AL2 3DZ.

All questions must be as brief as possible. By special arrangement with Amiga Format the service is free, but you must enclose a stamped, addressed envelope. General queries on any other topics or articles should be sent to Workbench at the usual address.

The A-Z of Computer Terms

Builds up in monthly parts to a complete glossary. Part Two: D-N

Daemon: Variant spelling of Demon. Crops up in AmigaDOS 2 when referring to the new Preferences managers.

Device name: The name given to any device. The name is arbitrary but MUST be followed by a colon - DH0:, DF0:, JH0:, CON:, SPEAK: etc.

Device: A hardware device (such as a floppy disk) used by the Amiga, or a 'logical device' driven by, or simulated in, software. See also: Logical Device

Directory: A group of objects stored on a disk OR the place on the disk where those objects are stored. If a disk was a filing cabinet, the directories are drawers in the cabinet. See also: Object

Disk: Generic term for small electromagnetic devices used to store programs and information. Read from and written to by disk drives.

DOS: Device (or disk) Operating System. The part of a computer system which controls all the external hardware devices such as disk drives, printers and so on. See Device

Double-click: The action of positioning the mouse pointer over an icon and pressing the left mouse button twice in quick succession.

DPaint: Common contraction for *Deluxe Paint*, Electronic Arts' standard-setting paint package beloved of many Amiga artists. So good it's been converted to other machines too.

Drag: Moving an icon or icons by selecting them and then moving the mouse without releasing the left button.

EXEC: The multi-tasking executive. The part of Kickstart controlling all the low-level resource and memory management and the tasks. See also: Kickstart

Extra Half-brite: 64 colour screen mode simulated in hardware. In this mode you have 32 colours plus another 32 of excatly half the intensity.

FIFO: First In First Out. A pipeline buffer – data is inserted at one end of the buffer and read out from the other end in the same order. If the sequence 12345 written to a LIFO buffer, would be read back 54321. See also: LIFO, Pipe

File: Anything saved on a disk for later retrieval - except directories. Files can be created by users or the system. The Workbench (system disk) contains many of these files. See also: Object

Firmware: Software that is held in ROM. See also: ROM

FORTH: A programming language devised to control radio telescopes.

FPU: Floating Point Unit. A very clever piece of hardware which can perform tricky floating point computations at incredible speed. Rivalling the CPU in complexity, these little beasties can speed maths intensive programs by as much as 500 or 600 percent.

Fractal: Term used to describe a special mathematical formulae which seems to have an infinite number of possibilities. Benoit Mandlebrot, who first described the phenomenon also gives his name to the most commonly seen interpretation of Fractals, the infamous Mandlebrot Set.

Frame Grabber: Something like a Genlock, only this one grabs "frames" from the video signal and stores them in memory for later processing and retrieval.

G or Gb: Like K this means Giga. 1Gb is about 1 million, million bytes or about 1,000,000, 000,000 bytes!

Gadget: An Intuition managed object. It could be a button, an icon or a sliding knob – Intuition doesn't mind. The title bar on most Intuition windows doubles a drag gadget.

Genlock: A special device for mixing a video signal, say from a video camera or recorder, with the screen display generated by the Amiga. The video signal shows through the "black" parts of the Amiga display. This is akin to blue screening on TV.

GUI: Graphical User Interface. Any operating system which uses graphics to help the user find their way around the disk operating system. The first (and still probably the best) is Finder on the Apple Macintosh.

Other examples are Windows, X-Windows and GEM. The Amiga's GUI is called Workbench. See also: Workbench

Hacker: A computer expert - of late a term plagiarised by pirates who also consider themselves experts.

HAM: Hold and Modify. Special screen mode used by the Amiga to display 4096 colours at once - yet using only a fraction of the amount of memory required by normal methods.

Hardware: The electronics making up a computer system or part of it. See also: Software, Firmware.

Hard disk drive or HDD. Just like a floppy disk drive only MUCH bigger. Amiga hard disk drives start with a standard storage capacity of 20Mb and rise to over 300Mb! Hard disks are like Porsches; expensive, fragile and very fast. See also: Device

Icon: Small picture used as a memory aid in WIMP systems. See also: WIMP, GUI

IFF: Interchange File Format. This was a co-invention of Electronic Arts and Commodore Amiga Inc. It allows programs to exchange data very easily and avoids the situation on say, the PC, where dozens of graphics packages each save data in a different way. The IFF format covers graphics and animation, sound and music - even formatted text has been adopted in IFF recently.

Intuition: The core of the Amiga's WIMP system. See also: WIMP

K or Kb: Generic terms for Kilo adopted by the computer industry. 1K = 1024 units, so 1Kb = 1024 bytes.

Kickstart: The Amiga's Operating System (OS). Contained on a ROM, or on disk on A1000s and very early A3000s. Kickstart is what makes the machine tick. It contains most of the software that make the Amiga work. See also: ROM, Firmware

Library: A series of shared routines with a common goal. Libraries come in many flavours - the dos.library looks after the DOS routines, the graphics.library oversees graphics and text printing, the icon.library manages the Workbench and the branch.library lends books. See also: Shared, ROM

Licenceware: Shareware software distributed by licenced vendors. The software is subject to copyright, and the vendor charges an extra fee which is passed directly to the authors.

LIFO: Last In First Out. A stack buffer - each new item of data is inserted on top of the existing data. When something tries to read from a LIFO it always receives the newest data. If the sequence 12345 written to a LIFO buffer, would be read back 12345. See also: FIFO

List: EXEC term used to describe a series of items all joined together in memory. Each item in the list is called a NODE. Most Amiga lists are doubly-linked structures where each child points to both its ancestor and its sibling. Lists are very important in Amiga programming but not relevant to user level AmigaDOS. See also: EXEC

Logical device: A hardware device simulated in software. See also: Assignment

Longword or Lunch: Four bytes or 32 bits. A standard unit of measurement of computer memory for 16/32 CPUs.

M or Mb or Megabyte: Used to measure memory or storage. 1Mb is approximately 1 million bytes.

Menu bar: List of menu titles accessed by pressing the right mouse button. See also: WIMP, Intuition

Menu: List of items/choices. See also: Menu Bar

Micon: A moving or animated icon. Not very common on the Amiga - the best examples are animated mouse pointers like Animouse and Sleepy. Kickstart 2 uses a frontiend micon to tell you it wants a disk. See also: Icon

MIDI: Musical Instrument Digital Interface. A special interface devised to allow all sorts of synthesizers and other electronically controlled musical instrumentation to talk to each other. Also a language that allows them to do this.

Modula II: A programming language and what Pascal should have been all along.

Modulator: Device used to connect the Amiga to a normal domestic television set.

Monitor: The display.

Mouse: Small odiferous rodent. Also small unit used to move the pointer in a WIMP system. See also: WIMP

NTSC: National Television Standards Committee. Sometimes called Never The Same Colour. This is the television system used mainly in the US and other parts of the world. Gives 200 or 400 lines per full screen. See also: PAL/SECAM.

Nybble: half a byte or four bits. See Byte, Bit.

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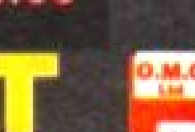
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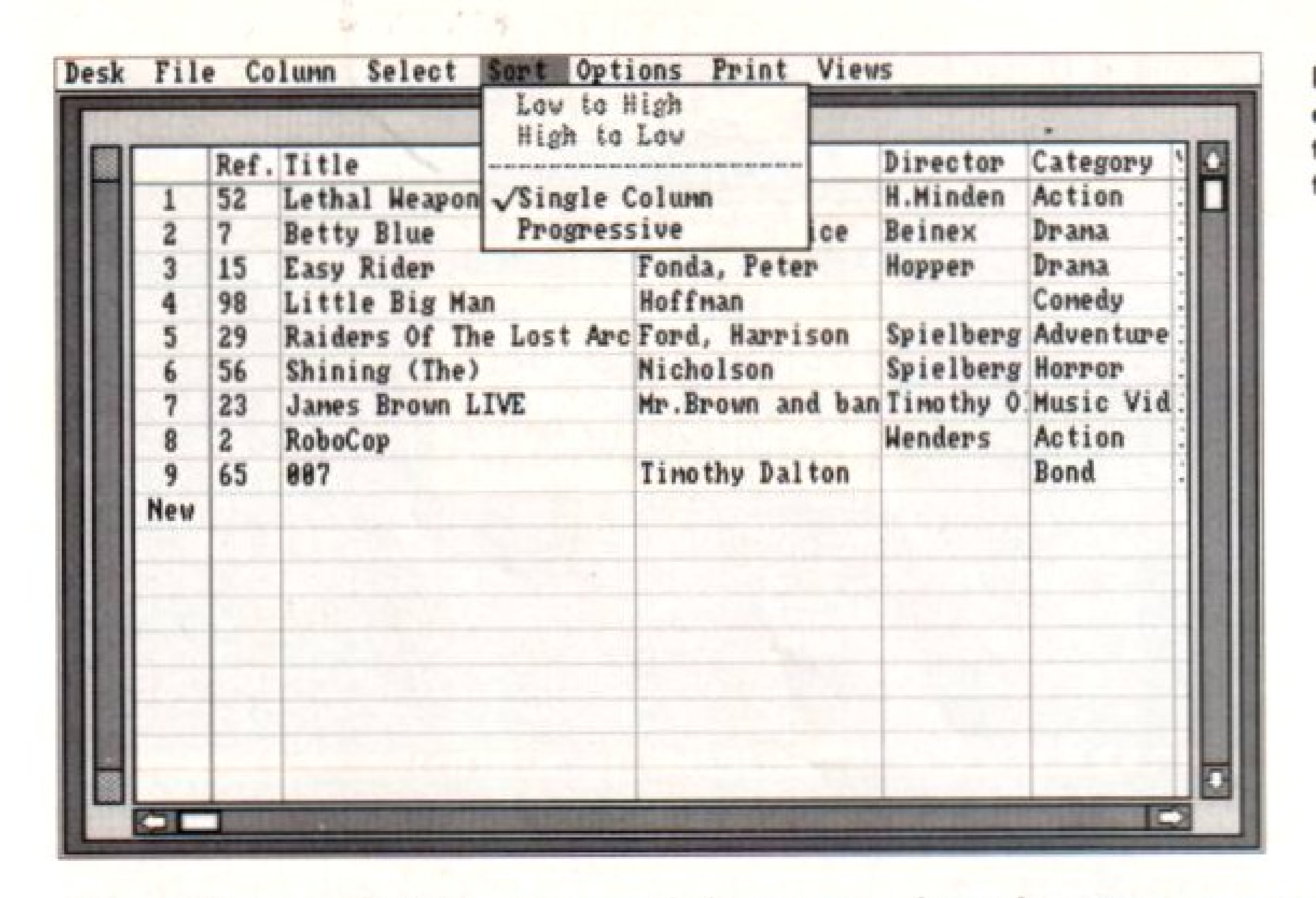
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VISA



LEFT: *Infofile* may be easy to use, but there's very little to the sorting facilities.

Looking around the database is straightforward – you just select an item from the menu. Particular information can be 'blacked out' to keep it secret: this is reversible.

Hot and Cold

Where it gets nasty is when you start sorting and listing large amounts of data. Even with a few records *Infofile* is not a nippy program – it has to think about updating the screen. This is probably because of the user friendly interface.

The ability to store information about graphics and sound is great. Imagine a name and address file

The first of this month's two databases can handle your pictures and music as well as those dull words! **PAT McDONALD** stores his Van Goghs on floppy...

Infofile

Database £49.95 ■ The Disc Company ■ 010 331 4910 9995

You may think that all databases are alike in appearance and usage. This is actually not at all correct and a narrow-minded point of view: although databases were designed to do the same job – to store, sort and print information records – they are in fact designed for different needs.

Infofile was programmed with the Amiga in mind and contains some special features. Not only can it store the standard names, addresses and telephone number type data (alphanumeric, which means text and numbers) but it can also store information on Amiga graphics and sound.

Data Input

The program stores databases in memory. This means that although it will work on an unexpanded machine, large databases need extra memory. The reason is that if all the information is stored in memory, loading and saving time is cut down and so it's faster to use – in theory at any rate.

The worst part of using a database is entering all the data. This means long typing sessions and close scrutinisation to make sure you haven't hi*/)0t the wrong keys. Imagine the size of your video and record collections, and you'll understand the scale of the problem.

This product is good at taking in data. It's based around the WIMP system (menus and using the mouse, in other words) and so editing things like the amount of space available for each record is simply a matter of pointing with the mouse and clicking.

ABOVE: There's a facility to view the individual parts of a file like this – it makes editing easy as pie.

where you can store pictures of the people, or a music file with pictures of the album covers and samples of the sound.

Infofile doesn't actually store that information in memory – graphics and sound take large chunks. Instead, graphics and sound disk filenames are stored, so that the program can get at that information when it needs to. Phone numbers can be tone dialled through the computer – you hold up the telephone to the loudspeaker and your Amiga plays the tone notes to dial the number. This last feature is a pure gimmick, but I'm sure technophiles will love it.

If you've got a hard disk, and want to sort out lots of graphics and sound files, then Infofile is excellent at the task. As a standard database it's nothing new, but as an Amiga database it's damnably useful.

SO WHAT IS A DATABASE?

A database is a collection of structured information. An address book is an obvious comparison. They are split into records - a record is a standard form for displaying information. Each record is split into a number of fields – for instance, in an address record, you'd have a name field, an address field, and a phone number field.

When looking through a database, all you see is a number of records and you can read the information on each. If you want to sort the information (for instance, to see all the people called Smith) then it's no problem: such sorted lists can be sent to a printer for a mailing list.

***Infofile* copes with this situation very well. It uses standard Amiga printer drivers (as set up with Preferences). Included on the disk are some examples of standard databases for specific purposes: an address database, a cheques application, a church roster, country club manager, expense report, inventory, book/music/video libaries, an estate agency list, personnel file and so on**

All things considered, these examples provide the best way of showing how Infofile can be used by just about anybody. Databases are not the preserve of businessmen in suits – literally anybody can find a very good use for them.

VERDICT

PURPOSE
Memory based database for alphanumeric, picture and sound data.

SPEED: AVERAGE
Even with a small database, *Infofile* takes its time working things out.

DOCUMENTATION: AVERAGE
Good tutorials but too much waffle, not enough information.

ACCESSIBILITY: GOOD
Using a mouse to sort out the database makes it easy to use.

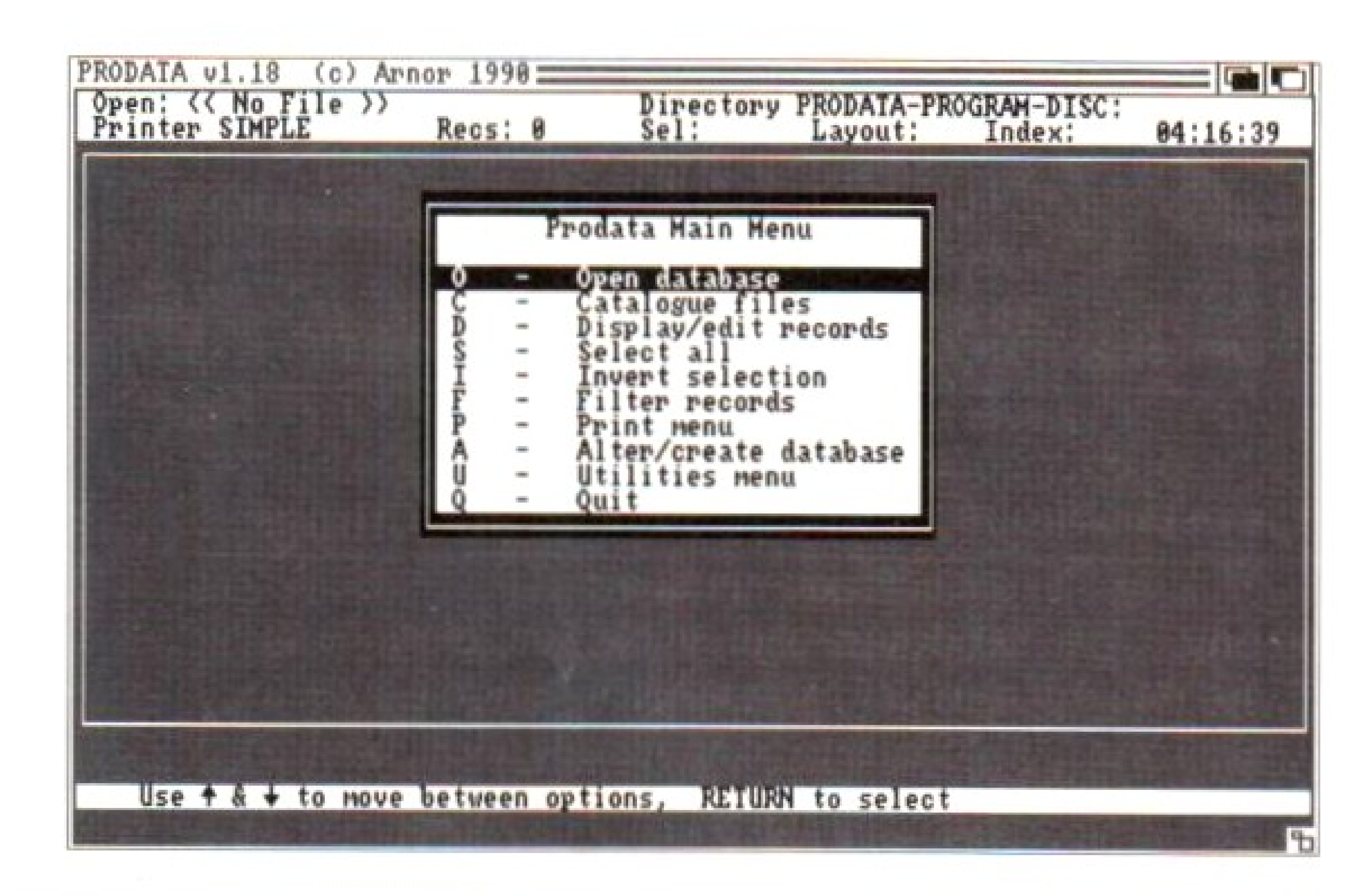
VALUE: GOOD
Scores on ease of use and ability to use picture and sound files.

FEATURES: GOOD
Average for text storage, but you can store picture and sound data as well.

Arnor have built around one main product – the famous *Protext,* one of the fastest word processors money can buy. In a similar vein comes *Prodata,* which claims to be easy to pick up for people already familiar with *Protext.* In some ways this is true, but it's really a different product.

Prodata is simply a disk-based database. This means that all of its data is stored in a file on a disk. Although this generally slows down operations, because the computer has to continually read to and from the file, it does mean that very large databases can be created. Indeed they can be as large as the disk they're stored on – which in the case of machines with hard drives means 20 Meg or upwards of data!

RIGHT: The front end of *Prodata* is a little bleak, but it contains all the heavyweight features you'll need.



This month's second database is a companion to the frill-free but excellent word processor Protext. **PAT McDONALD** sees if it is just as practical as its brother.

Prodata

1 Meg Disk Based Database ■ £79.95 ■ Arnor ■ 0733 68909

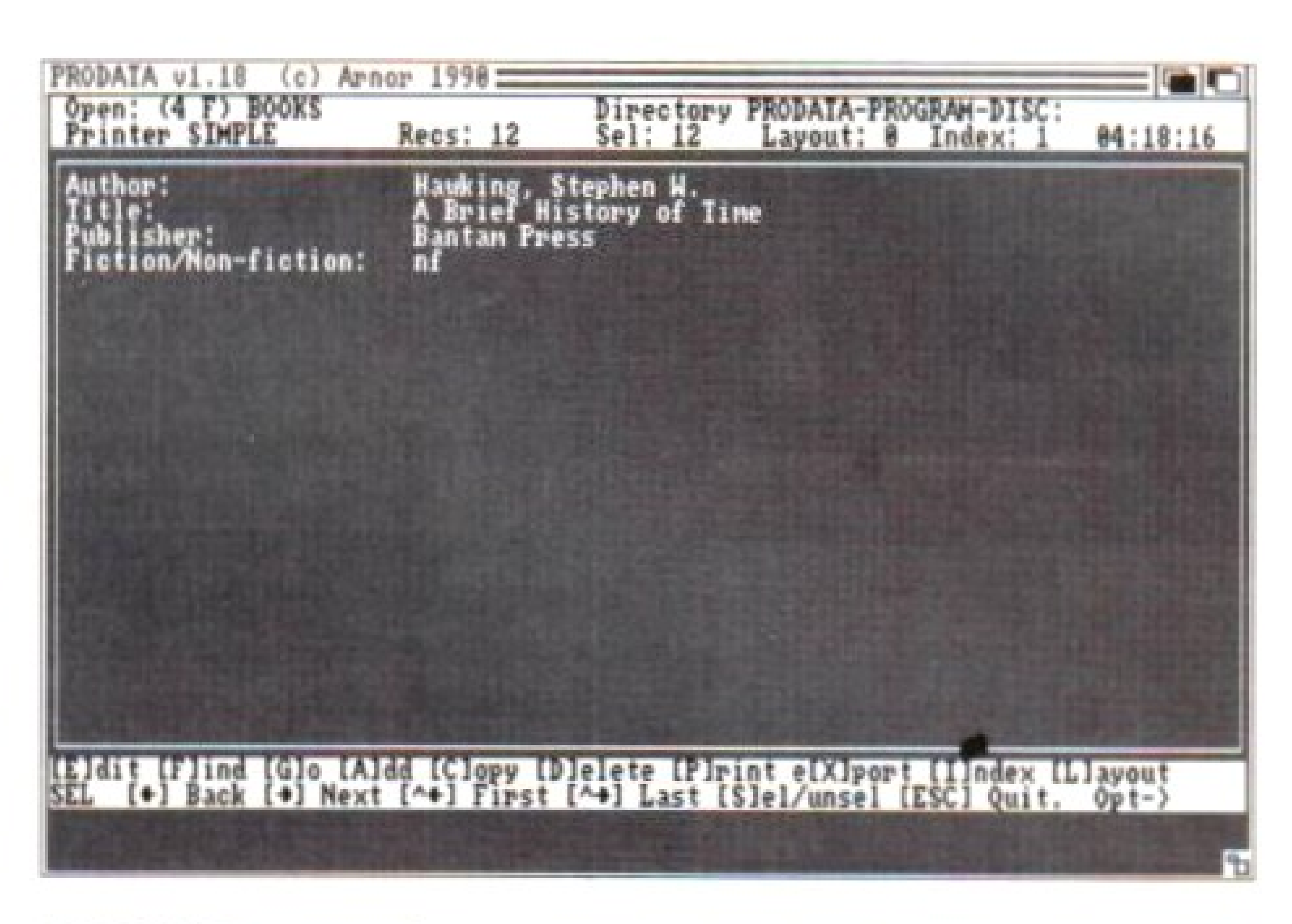
Mundane

The program doesn't use the Intuition standard ARP requesters: in layman's terms, there are no menus running across the top of the screen that you select with the mouse.

Instead it has a simple front end menu, with submenus and requesters appearing as you progress. The difference is purely cosmetic, but if the Amiga is the only computer you've ever used it's a bit strange.

You can use the mouse to control some parts of *Prodata,* but it's really faster in most cases to use short-cuts from the keyboard. Moving around the text menus (there's no graphics in sight) is much more accurate using the cursor keys.

Selecting the database you want to use is easy enough – editing and viewing it is similarly easy. But the real strength of the program lies in doing data processing – that is, sifting the records in the database.



ABOVE: Because of the maximum and minimum sizes of records, only one record can usually be seen at a time.

Prodata can have up to 20 filters set by the user. A filter is a condition to select a record – assuming you have a library of books, for instance, you might want to print all the non-fiction titles by one particular author. Tricky filter conditions have to be manually input, but *Prodata* can select simple filters without fuss.

The system also supports variables, which can be used to trigger search conditions. For instance, the program could look up all the items which were less than a certain condition, such as average temperatures for a database of countries.

Hands On

The system does not support standard Amiga printer drivers. Instead it has a set of in-built preset printers – most dot matrix printers will handle the Epson configuration and daisywheels are happy on a Diablo setting.

Given that this is a heavy-duty database handler, the manual makes the minimum of each subject. Although it's approximately 200 pages long, each subject is tightly written about: it can take a while to get the gist of complex areas, but all the information is there.

It takes time to get to grips with *Prodata.* The three supplied example databases are all preset – when you want to design your own particular database, you have to start from scratch. It's not impossible to use, but the learning curve is a litle steep.

I'm impressed with this product. Some people say that the Amiga is just a games machine: here's something that pushes that idea into myth. *Prodata* is a professional tool that is ideal for sorting out large, complex databases. It can sort and sift, add and export data to other programs. Using it for lots of small collections is daft, but for one or two really big problems it can cope supremely well.

SPECIFICATION

For those curious as to the actual performance figures, here's a rundown of exactly how much information *Prodata* can handle. Do bear in mind that the actual number of records (how big the database is in total) is limited by the capacity of the disk that the file is on. Also, if each field is 999 characters long and there are 300 fields per record, you're going to need quite a lot of memory, before you even think about a hard disk.

ITEM	MAXIMUM
Text field length	999
Fields per record	300
Indexes	10
Layouts	99
Filters	20
Variables	100

VERDICT

PURPOSE
Disk based database intended only for alphanumeric data.

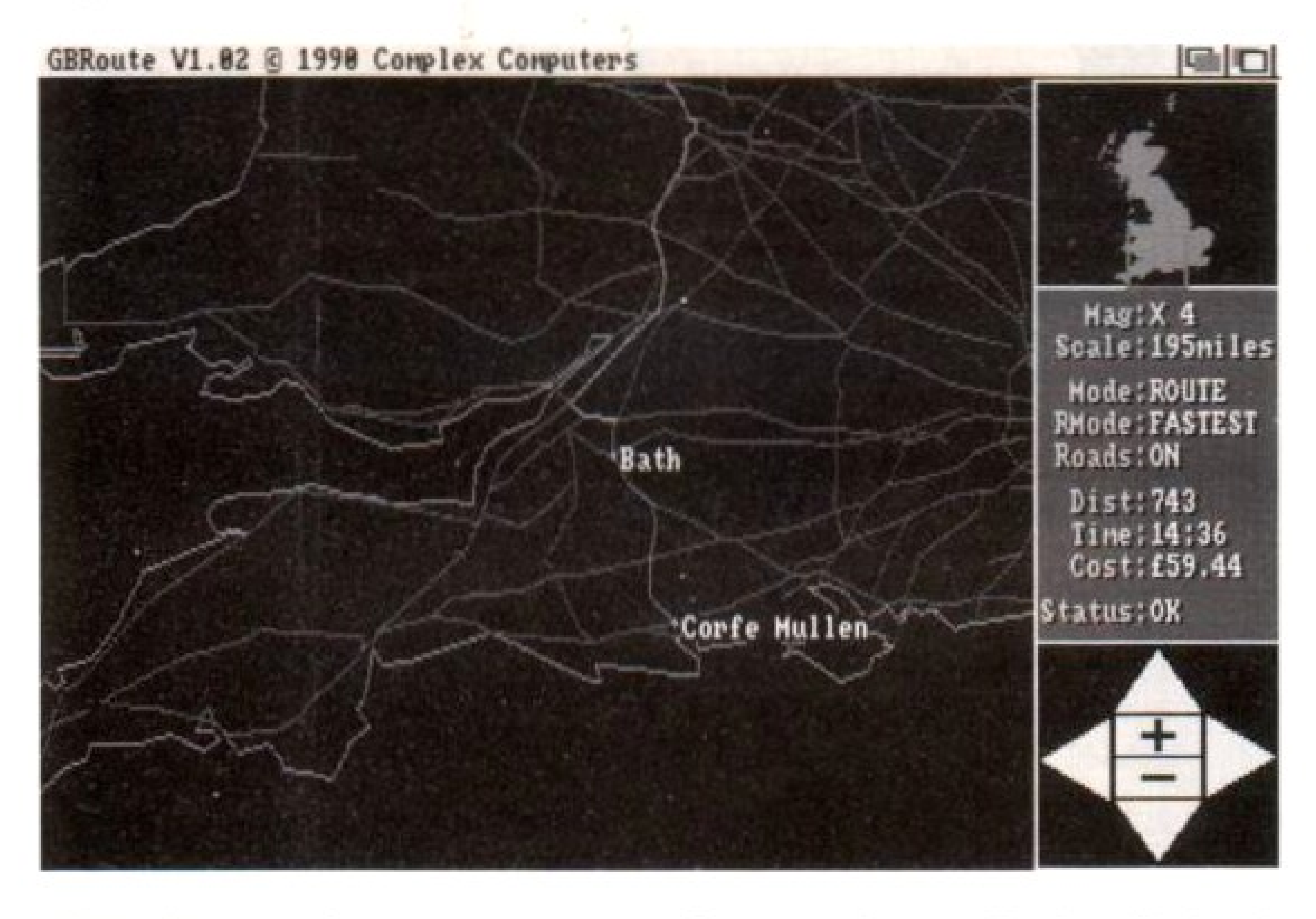
SPEED: POOR
It's poor with a floppy, that is, but very good with a hard disk.

DOCUMENTATION: EXCELLENT
Ring-bound, comprehensive, instructive and readable.

ACCESSIBILITY: AVERAGE
You will have to invest time and effort to learn what it all does.

VALUE: AVERAGE
Not cheap but very powerful for large and complex jobs.

FEATURES: EXCELLENT
Stores, sorts and presents data very well indeed. A highly professional tool.



Once you have input your starting point and destination, *GB Route* tells you how long it will take and how much it will cost in fuel and shows you which way to go on the map. You can zoom in on the map for extra detail on the road junctions.

Find out how to get from A to B in Britain, how long it'll take and how much fuel you'll use. **KEITH POMFRET** gets told where to go by a clever computer.

GB Route

Map and Route Planner ■ £39.95 ■ Complex Computers 0706 224531

Until now, the only way to plan your route with an Amiga was to spend a couple of hundred quid on a PC emulator and use the infamous *Autoroute*, or swap your Amiga for a road atlas. Until, that is, *GB Route* arrived.

It is a route planner for the Amiga that has a comprehensive collection of A roads, arterial routes and motorways in it. You decide where to go from and to, what time to set off and the average speed of your vehicle. You can also input the price you expect to pay for fuel, per mile.

GB Route calculates the quickest and shortest distances between the start and finish and displays these as a map on the screen, telling you how long it will take. You can zoom in and out of the map and highlight areas. It's also possible to change the level of detail on the map by removing roads and highlighting major towns.

Black Spots

You can choose three stopping off places on the route. You could pick an interesting circular route for a drive by setting three stops that aren't in a line. A simple delivery route with only three drops is possible using this feature, too.

Avoiding known trouble spots is possible by comparing the route on the map with the journey planned and putting in a stopping place that will cause the bad places to be avoided. Even the most complicated route only takes a few seconds to appear, as the program loads into memory in its entirety. To plan a week's tour with stops and places to visit didn't prove difficult, although fiddly.

Machines and Manuals

The minimum system requirement for GB route is a 512K Amiga. The software willl autoboot or can be run from the Workbench. On a bare A500, it's a bit of a squeeze running from the Workbench, so it's probably better to let it boot itself.

The memory-resident program comes on a single 3.5 inch disk in a thin plastic folder. The disk isn't copy protected so it's possible to make a safety back-up, although the current legal situation makes this technically a crime without permission of the copyright holder.

GB Route relies on the program's user friendliness and and has minimal documentation. Normally, I would complain about serious software with little or no documentation but in this instance, a heavy manual isn't really necessary. After autoboot it is totally intuitive. The display is uncluttered and easy to read and a couple of menus contain all the features in a simple 'pull-down and click' form.

Conclusion

Serious software that's desirable and fun to play with is rare. PC owners will attest that the route planning software they've had available for a couple of years is good fun to explore as well as practical and useful.

GB Route on the Amiga doen't claim to know every back alley on the planet and restricts itself to major roads. This isn't a weakness, but more of a strength in that it keeps you on the straight and wide rather than the straight and narrow.

For the price, I consider it to be amongst the best value of any serious program I've seen on any machine in the last couple of years.

GBRoute V1.02 © 1990 Complex Computers

Chepstow
M4 J22

Route Display

From John O' Groats To Corfe Mullen D: 743 T:14:36 C:£59.44

FROM	TO	ROAD	TIME	DIST	[CUMULATIVE]
M90 J1	Queensferry (Lothian)	A90	00:06	4	[275 06:31]
Queensferry (Lothian)	M8 J1	A904	00:01	1	[276 06:32]
M8 J1	M8 J6	M8	00:20	24	[300 06:52]
M8 J6	M74 J6	A723	00:07	5	[305 06:59]
M74 J6	M74 J11	M74	00:13	16	[321 07:12]
M74 J11	M6 J44	A74	01:40	67	[388 08:52]
M6 J44	M6 J8	M6	02:48	196	[584 11:40]
M6 J8	M4 J20	M5	01:11	83	[667 12:51]
M4 J20	M4 J18	M4	00:10	12	[679 13:01]
M4 J18	Bath	A46	00:12	8	[687 13:13]
Bath	Warminster	A36	00:28	19	[706 13:41]
Warminster	Corfe Mullen	A350	00:55	37	[743 14:36]

J A368/A4
Bath
J A37/A368
Churchill
+
−

After you've compared the route on screen with the planned journey and decided that it looks OK, you can peruse the route in its tabulated form. This tells you where to start and on which road. Local delays and roadworks will always defeat the best-planned journey, but with a print-out of the chosen route at least you'll have more chance of getting it right than by the 'bit of string on a map' technique.

VERDICT

PURPOSE
To calculate routes, times and fuel usage using major roads.

SPEED: GOOD
GB Route runs from memory and calculates routes in a few seconds.

DOCUMENTATION: POOR
Hardly any documentation, but so easy to use it doesn't need any.

ACCESSIBILITY: EXCELLENT
Even a fool or a madman could handle it!

VALUE: EXCELLENT
Worth raiding the holiday money for.

FEATURES: EXCELLENT
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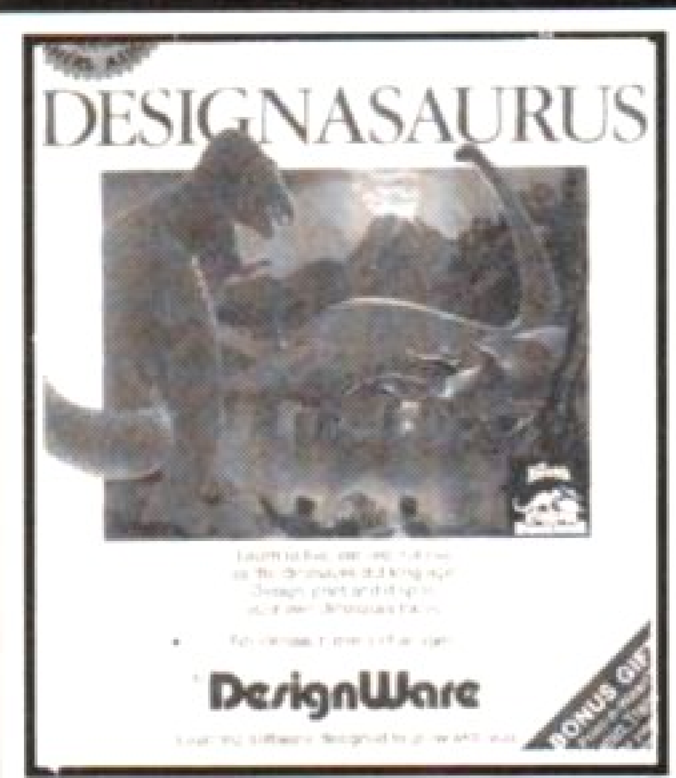
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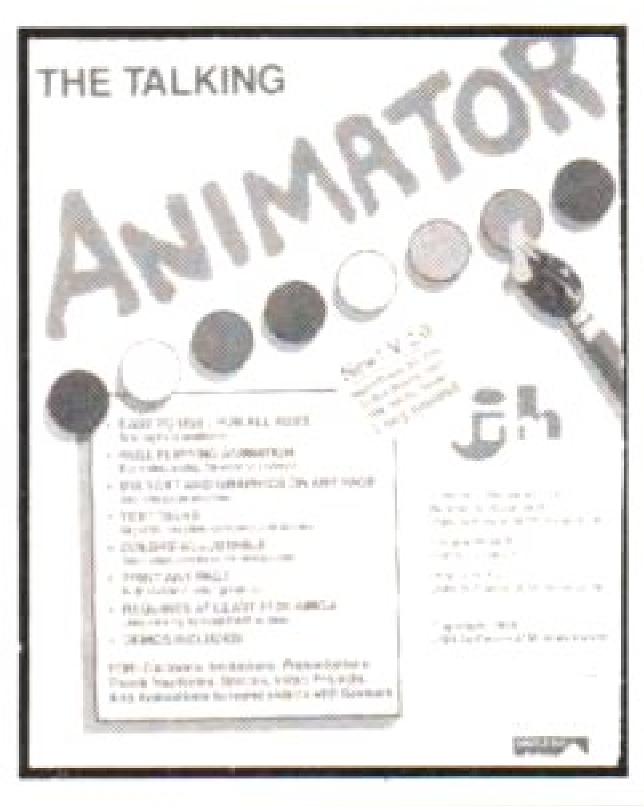


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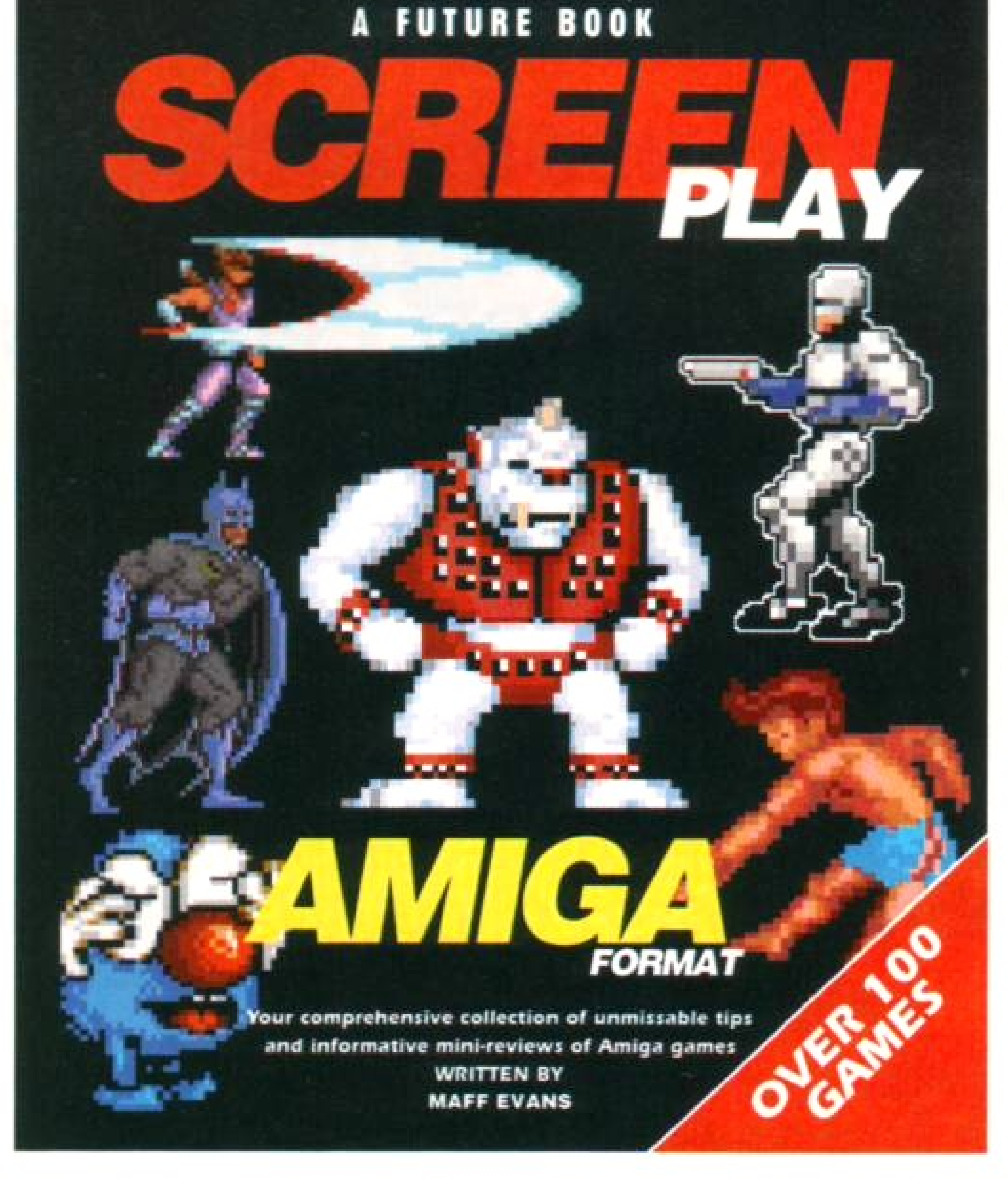
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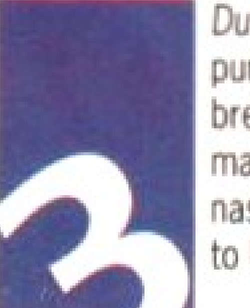
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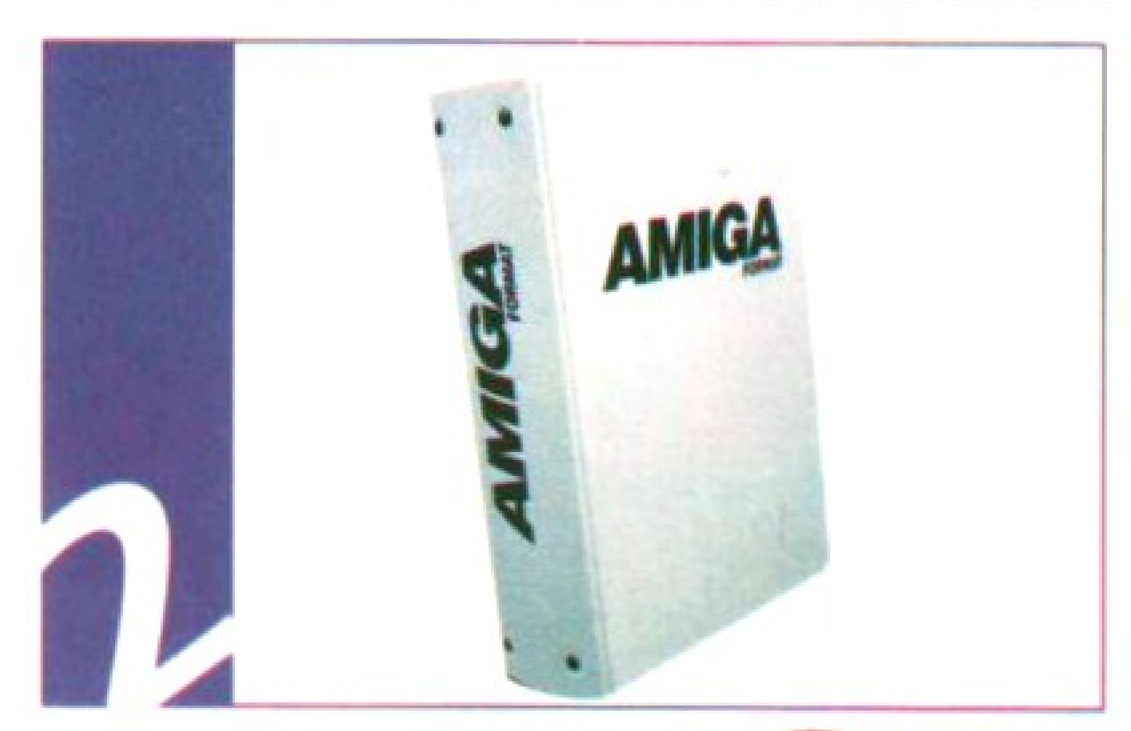
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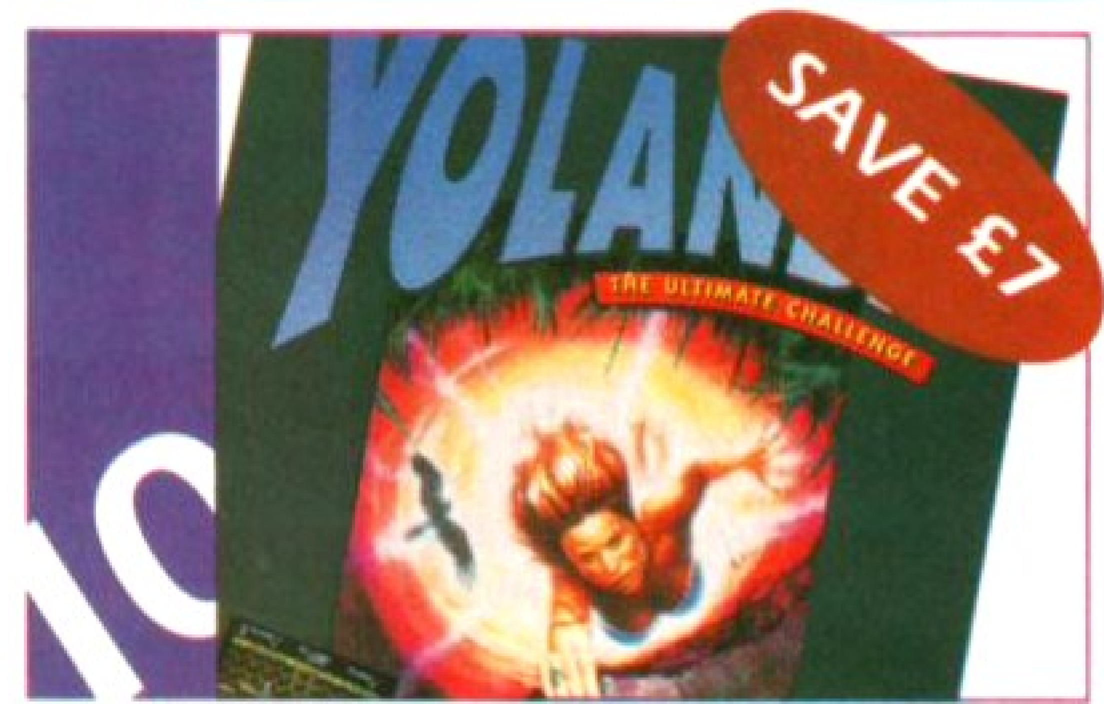


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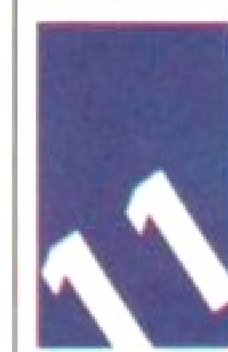
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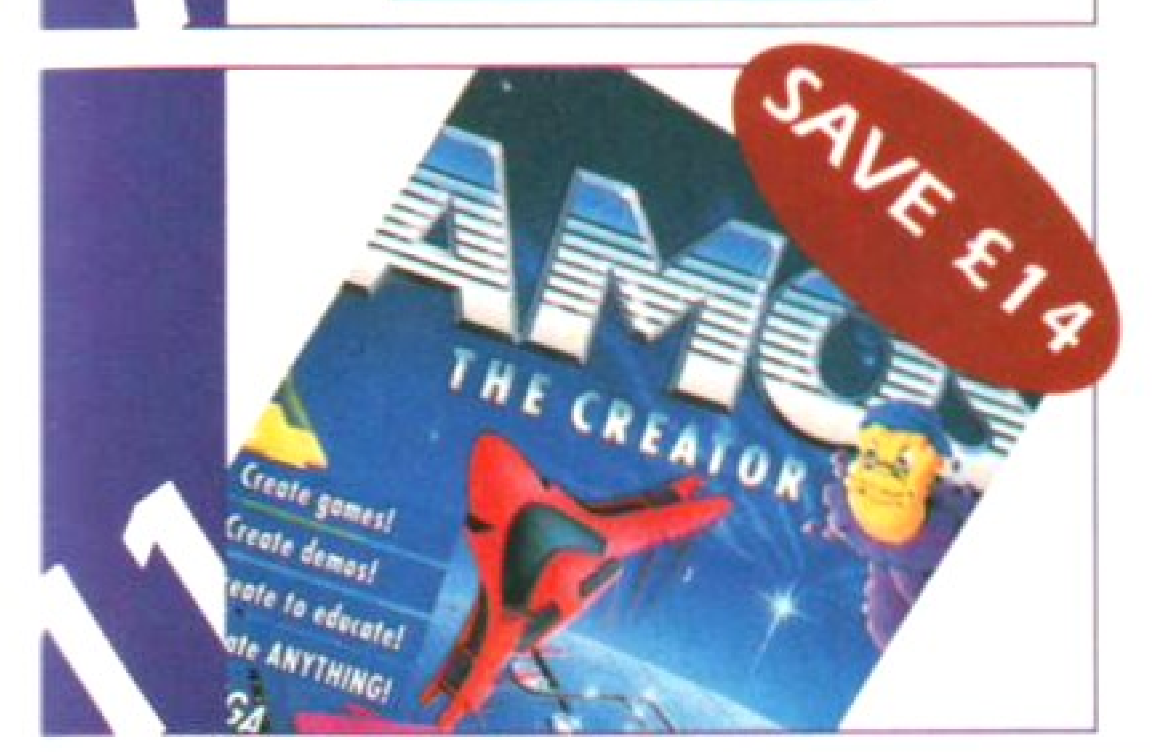
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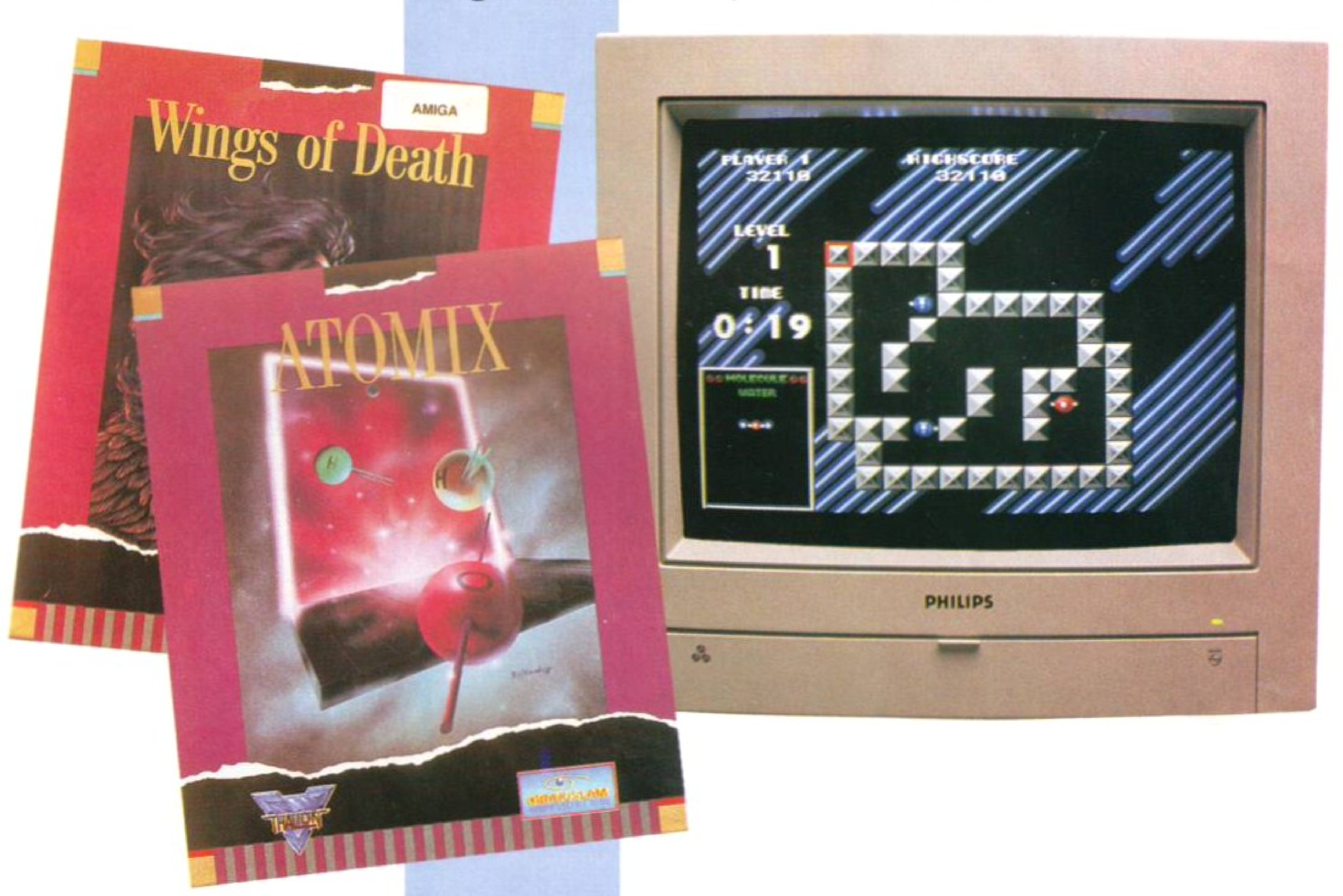
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QUESTIONS

1. What well-known scientist appears on the title screen of *Atomix*?
a) Albert Einstein
b) Edd the Duck
c) Johnny Ball

2. Which bird do sailors consider it bad luck to kill?
a) Pigeon
b) Cuckoo
c) Albatross

3. What was the name of Howard Hughes' ill-fated transport plane that is still the biggest aircraft ever to fly?
a) the Fir Duck
b) the Spruce Goose
c) the Pine Penguin

RULES

Employees of Future Publishing and Thalion are not allowed to enter. The judges' decision is final. No correspondence will be entered into.

HOW TO ENTER

Write the answers to the following three questions on the back of a postcard or stuck-down-envelope and send it to: Wings of Death Compo, Amiga Format, 30 Monmouth Street, Bath BA1 2BW. The entries should reach us by February 15th and don't forget to include your name, address and phone number on the postcard.

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2 MEG DEMO DISK WITH EACH RAM-MASTER II

- Yes, if your Amiga was bought in the last 12 months and has KICKSTART 1.3 then it probably has the 'fatter' 1 Meg AGNUS Chip. Even though this was not publicised by Commodore, those machines with the '02' AGNUS, have 1 Meg Chip Ram ability. The PRORAM PLUS™ board can be configured to give 512K of extra Chip Memory *OR* Fast Memory at the flick of a switch.
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* One simple soldering job is required to enable the "ChipMem" feature.
Opening your A500 may invalidate your warranty.

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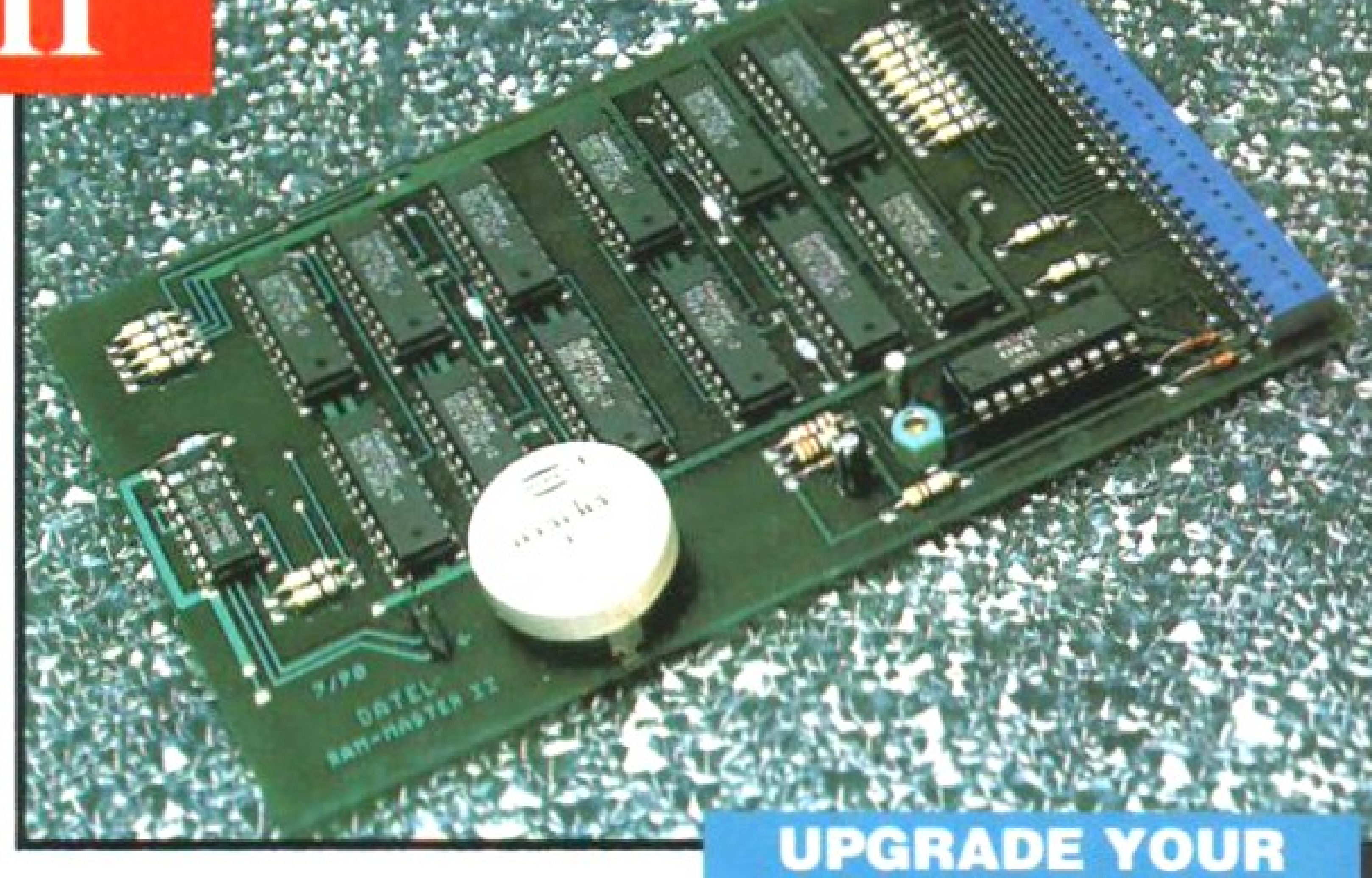


FREE!

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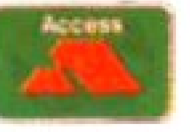
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- Top selling graphics package.



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- **YES A FULL FEATURE OPTICAL MOUSE FOR YOUR AMIGA - THAT MEANS NO MOVING PARTS!**
- Incorporating full optical tracking and counting - no ball so no problems with clogging, slipping, etc.
- High count output for very fine movement.
- Two button microswitch action.
- Direct replacement for all Amigas.
- Comes complete with special "Optical Pad".
- Superbly styled - supersmooth shape.



- Moulded to fit the hand, perfectly ergonomic design.
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THE NEW MK II VERSION IS HERE!!

NOW WITH A MASSIVE 128K OPERATING SYSTEM IN ROM OFFERING EVEN MORE COMMANDS...

- **AUTOFIRE MANAGER**
From the Action Replay II preference screen you can now set up autofire from 0 to 100%. Just imagine continuous fire power? Joystick 1 and 2 are set separately for that extra advantage!
- **DISKCODER**
With the new "Diskcoder" option you can now 'tag' your disks with a unique code that will prevent the disk from being loaded by anyone else. 'Tagged" disks will only reload when you enter the code. Very useful for security.
- **PREFERENCES**
Action Replay II now has screen colour preferences with menu setup. Customise your screens to suit your taste. Very simple to use.
- **DISK MONITOR**
Invaluable disk monitor - displays disk information in easy to understand format. Full modify/save options.
- **DOS COMMANDS**
Now you have a selection of DOS commands available at all times - DIR, FORMAT, COPY, DEVICE, etc.
- **DISK COPY**
Disk Copy at the press of a button - faster than Dos Copy. No need to load Workbench - available at all times.
- **BOOT SELECTOR**
Either DF0 or DF1 can be selected as the boot drive when working with Amiga Dos disks. Very useful to be able to boot from your external drive.

PLUS A MACHINE CODE FREEZER MONITOR WITH EVEN MORE POWER!!

MORE FEATURES INCLUDING 80 COLUMN DISPLAY AND 2 WAY SCROLLING...

- Full M68000 Assembler/Disassembler • Full screen editor • Load/Save block • Write String to memory
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- Unique Custom Chip Editor allows you to see and modify all chip registers - even write only registers! • Notepad
- Disk handling - show actual track, Disk Sync. pattern etc. • Dynamic Breakpoint handling
- Show memory as HEX, ASCII, Assembler, Decimal • Copper Assemble/Disassemble - now with suffix names

REMEMBER AT ALL TIMES YOU ARE INTERROGATING THE PROGRAM IN IT'S "FROZEN" STATE WITH ALL MEMORY AND REGISTERS INTACT - INVALUABLE FOR DE-BUGGING OR JUST THE INQUISITIVE!

HOW TO GET YOUR ACTION REPLAY II FAST...

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Presenting PROTEXT 5.0

Five years to the month after Protext version 1 was launched Arnor are pleased to present version 5, an enormous leap forward in both ease of use and performance.

Protext 5.0 introduces a completely integrated system of pull down menus and dialogue boxes. The menus are among the many operations that may now be carried out with either the mouse or the keyboard. Protext really does give you the best of both worlds.

Protext 5.0 handles printer fonts flexibly and accurately. You can make full use of any number of proportional printer fonts, mix them freely within any line, centre them in headers, use automatically formatted footnotes. And Protext correctly formats your text as you type it, no matter how many font changes you use, showing you line and page breaks exactly as they will be printed.

Protext 5.0 is still the fastest word processor around. Even though we have made all these major improvements we have taken great care to ensure that text editing is as fast as ever. The menus work smoothly and quickly even with high resolution displays. But of course, you can use Protext's efficient set of commands and keys just as before and 5.0 remains compatible with all earlier versions from 1.0 onwards.

Protext 5.0 is a worthy successor to version 4, which was described as "the best word processor at any price", "the best text processor on the Amiga" and "the most powerful word processor on the Atari ST" (AUI, ST/Amiga Format, ST User).

Protext 5.0 heralds a new era of multi-lingual European software, in time for 1992 and the opening up of Eastern Europe. Protext may be used in at least 27 different languages and has 10 different national keyboard layouts built in (plus the capability to define your own symbols and keyboard layouts).



The Features

- **New fast & easy to use pull down menu system** with dialogue boxes and alerts; file selector; mouse dragging to set blocks. Menus complement existing commands and keyboard shortcuts, do not replace them. Menus may be used with mouse or keyboard. Amiga version follows Intuition guidelines.



- **Enhanced printing capabilities** supports multiple proportional fonts; mixing of different font sizes on the same line; proportional formatting whilst editing; side margin, headers and footers independent of main text font. Tabs, decimal tabs and centre tabs. Extensive range of printer drivers supplied.
- **Multiple file editing** - up to 36 files may be open; split screen editing.
- **Graphics mode support** on PC allows use in virtually any text or graphics mode including 132 column or 75 line VGA modes; user defined characters and on-screen bold, italics and underlining now on all versions; use of 13 different accents on any character.
- **Language support includes** Albanian, Basque, Czech, Danish, Dutch, English, Esperanto, Estonian, Flemish, Finnish, French, German, Hungarian, Irish, Italian, Latin, Lithuanian, Norwegian, Polish, Portuguese, Rumanian, Serbocroatian, Slovak, Spanish, Slovene, Swedish, Welsh. (Note: some printers do not support all languages).
- **Index and contents** generation. Indexer takes marked words or phrases; contents entries automatically taken from titles wrapped in control codes; many options for style of contents output.
- **Spelling checker** features completely new 110,000+ word Collins dictionary with very fast phonetic lookup. Anagrams and find word pattern. Foreign language dictionaries (German, Swedish available now, others to follow).
- **Many other enhancements** including multi-line footnotes and endnotes; automatic timed save; add column or row of figures; indent tabs; find word at cursor; 40 column mode support; sentence operations; inter- paragraph space; much improved expression evaluator; self incrementing variables; Roman numerals; newspaper-style column printing; file sorting utility with special options for names and addresses; revised manual plus new tutorial guide.
- **And don't forget Protext still includes** background printing; box manipulation; macro recording; exec files; headers and footers; find and replace; mail merging; undelete; file conversion utility; configuration program; auto reformatting; on screen help; time and date; typewriter mode; line drawing; disc utilities.

Prices

Protext 5.0 may be purchased from any good computer shop or directly from Arnor. Upgrades from earlier versions are only available from Arnor and the original discs should be returned with your order.

	PC	Amiga	ST/TT	Archimedes
Protext 5.0	£149.95	£149.95	£149.95	£149.95
Upgrade from v4.2	£60	£60	£60	N/A
from earlier versions	£75	£75	£75	N/A
Protext 4.2	£99.95	£99.95	£99.95	N/A
Prodata 1.1	£79.95	£79.95	£79.95	due 1991 Q1

Notes:

Protext 5.0 requires at least 640K of memory on all machines
Protext 4.2 requires at least 512K of memory on all machines
Prodata requires 1MB of memory on the Amiga

ARNOR

Arnor Ltd (AMF), 611 Lincoln Road, Peterborough, PE1 3HA. Tel: 0733 68909 (24 hr), Fax: 0733 67299

Work bench

You may not know the answer to tricky techie problems, but there is a man who does. Is **PAT McDONALD** the man who can? He most surely is…

SELLOUT

Shock, horror, damn! Having read a letter by Ben Vincent in *AF* 16 about him having read *AF* 7 and being shown how to make a datalink cable (puff, puff) I now realise that I don't have the issue AND CANNOT ORDER IT.

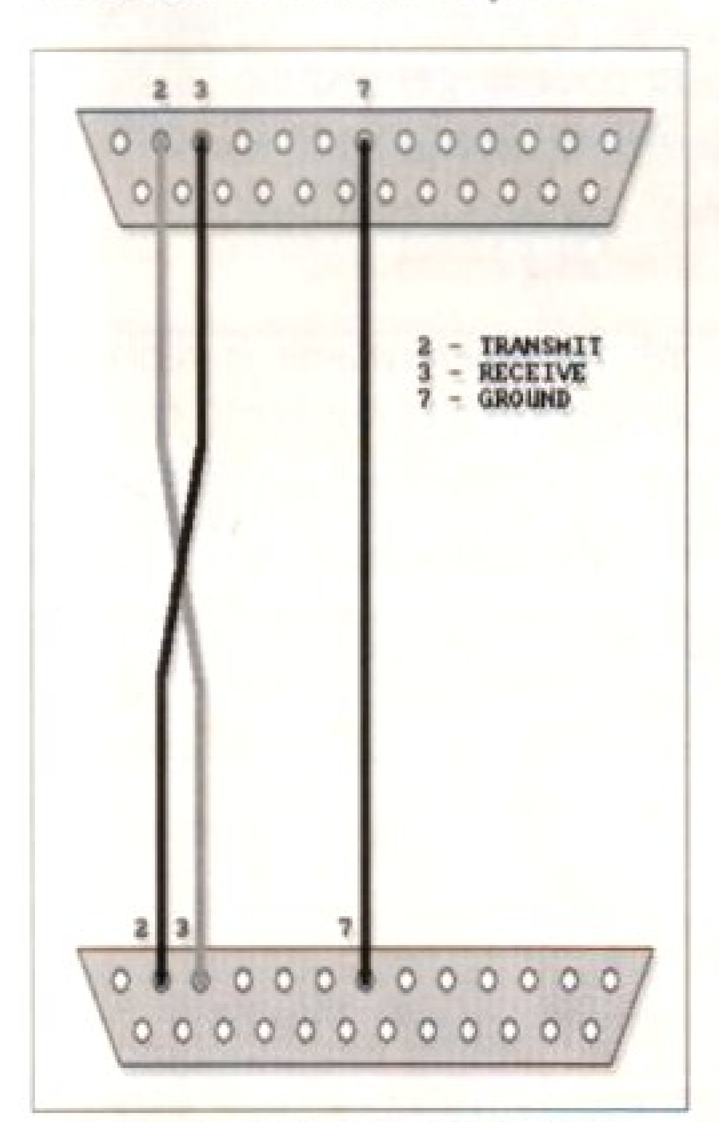
I have three choices:

a) Committing suicide.
b) Ringing up friends in Mongolia to ask if I can borrow that copy.
c) Going back in time to January 1990 and buying it.

Could you please repeat the instructions for the benefit of exasperated friends and myself?

N Pollinger, Bournemouth

Of course. Actually they were repeated in AF 12 but I'm a nice guy, so here they are again. The connectors are 25-pin D type female (assuming you are connecting two Amigas). The cable you use doesn't matter that much, but if it's fairly long, use twin core shielded cable: use the two core wires for connecting up pins 2 and 3 and the shield for pin 7.



SELLOUT: Lots of people still don't know how to get two computers talking to each other.

MORE RAM

I have recently bought an Amiga and wish to upgrade it to 1 Meg of RAM. After reading the Testbench on memory upgrades I was more aware of which ones were cheap and cheerful but each one had some fault or other. So could you please answer these few questions:

1) Would it be better to buy the official A501 from Commodore as opposed to an imitation?
2) Would a cheaper imitation be more compatible with programs than an A501?
3) Does the A501 have a disable switch attached?
4) What is your opinion of the Technical Developments board, advertised in AF 12 on Page 176? It has a five-year guarantee.
5) Which RAM expansion, in your opinion, is the best buy?

Stuart Jones, Braintree

1) No, because each and every half Meg RAM expansion behaves practically identically – and the A501 is ridiculously over-priced.
2) As noted above, RAM expansions behave virtually the same. The only difference between them is the speed of the chips, which is measured in nanoseconds – so an 80ns chip is faster than a 100ns chip. This is only important when upgrading to 1 Meg of chip RAM, because the chips have to run at the same speed (100ns or better).
3) No, it does not – I think. Commodore never sent us one for the review.
4) Without actually having one to test, I have no opinion. We've reviewed everything we were sent. However, the advertising slags off other boards without naming them – and, as I've said before, the operational differences between half Meg RAM expansions are minute. Methinks Technical Developments are hype salesmen.
5) As I said in the review of the Ashcom half Meg board, "This is probably the best one to buy if you don't want to upgrade further for a long time". If you do want to upgrade further without buying a new board, then take a look at the BASEboard review in AF 18 – 4 Meg for £299.95 can't be bad.

WHICH?

After reading the Testbench section on hard drives in *AF* 17, I wonder if you could advise me. I own a B2000 and intend to add 32-bit power to it, but I also need a hard drive.

I saw an advert for an A2091 SCSI hard card with a 40 Mb Quantum drive. For around the same price I could buy ADSCSI 50Mb hard card from Third Coast.

I want a drive which is fast and expandable. Of the above two, which would you recommend? Maybe you can think of an completely different board as an alternative for a similar price (£600-£700).

Robert Hart, London

Continued overleaf ▸

QUICK BLEEP



This *Protext* tip only works on machines with 1 Meg or more. When using the option of checking while typing, there is often an annoying pause between making a mistake and the 'bleep' sounding – by which time you have usually realised your mistake and started deleting, which deletes half the word because of the pause!

This utility cuts that pause, and also makes looking up words quicker. By loading Preferences it is possible to change the time and date (which isn't necessary if a battery backed-up clock is present - delete line four of the following startup-sequence and the colon at the beginning of line 11).

Make a back-up of the Protext-Program-disc, create a disk named 'Text' with the following files from the Protext-dict-util-disc: ARNORE2.DCT, ARNORENG.DCT, ARNORENG.QIK, ARNORENG.UWF, USER.DCT, USER.UWF.Then change the startup-sequence to the following:-

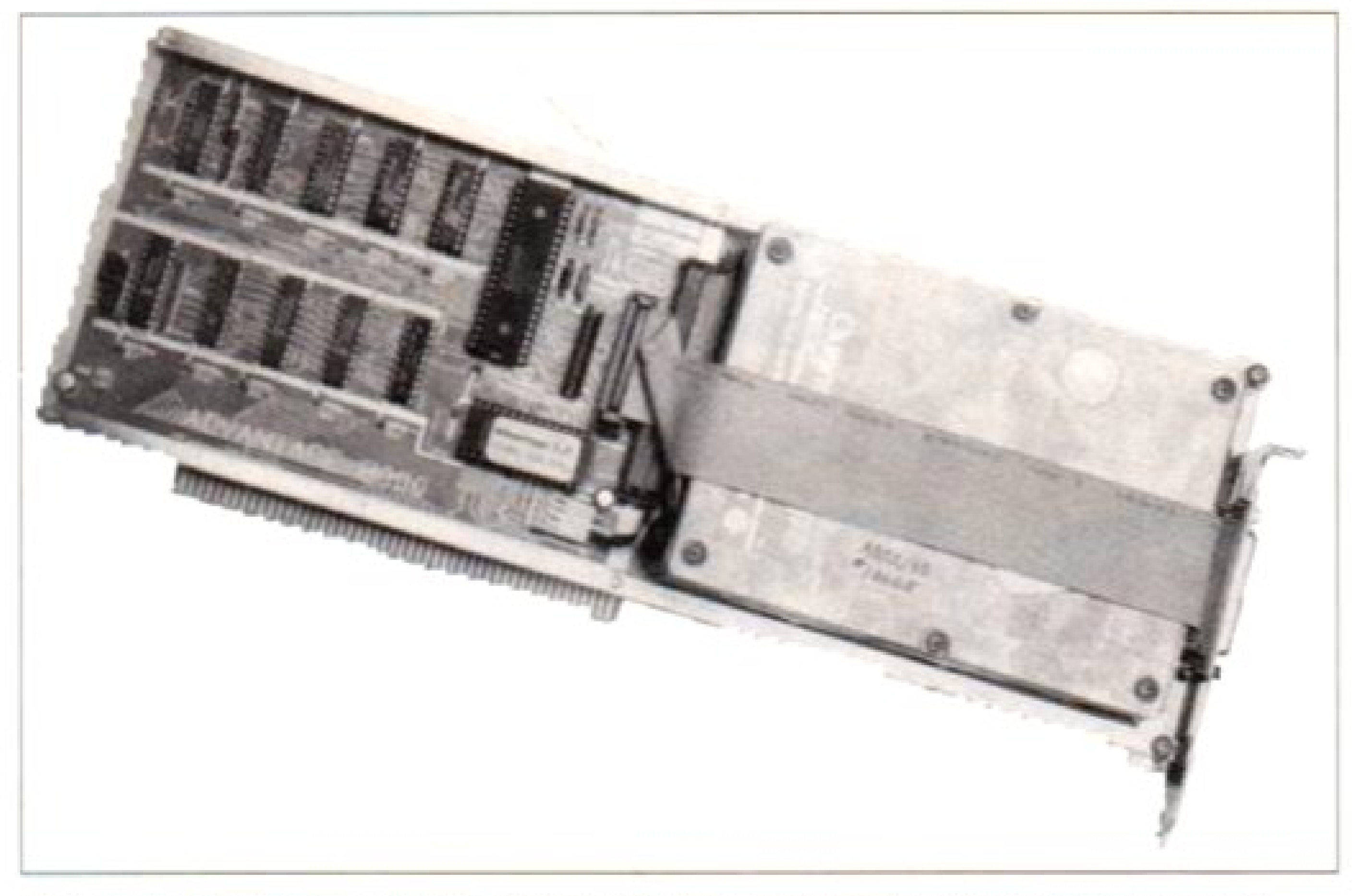
```
echo "Protext v4.2 Program Disc (c) Arnor 1988,1989"
echo "1 MEG machines and above only. Howard Frost, 1990."
addbuffers df0: 20
preferences
;
copy text:arnoreng.#?|#?.dct|#?.uwf ram:
;
setmap gb
; Remove the ; on the line after next to initiate
; battery backed up clock
; setclock opt load
isa500
echo "Loading PROTEXT ..."
run protext
```

Just boot your machine with the *Protext* disk in df0: and preferably the text disk in df1:. Mind you, this utility will work with single-drive machines, albeit with lots of disk swapping.

Another tip is that in the manual, on Page 86, is a description of how to use the two file editing system. It has taken me ages to find out how to get to the other file!

Howard Frost, Camberley

A useful tip indeed. Well done – you win a £50 software voucher for your trouble.



From the previous page, WHICH?: The ADSCSI is the fastest hard disk controller, but cannot have extra memory added.



SCAN ON: The Datel Geni-scan is currently the only hand-held scanner available for the Amiga – unless you know different...

From your letter you seem to want to buy an accelerator card (the 32-bit power reference). Now these work best with 32-bit memory, so on the assumption that you're willing to buy an accelerator card with some 32-bit memory, the ADSCSI is the better buy because it's the fastest that you can get. Plus you get 10 more Megabytes of storage for the same price.

But, you can't plug in extra memory onto the ADSCSI. You can plug in extra memory to the A2091. So it really depends on whether you want to be able to add extra memory by means of the hard card that you buy. Do bear in mind that the extra memory that you plug into an A2091 is 16-bit in nature – so an accelerator card would not work as fast it could otherwise do.

NONE OF THAT

HELP! I'm making a turtle as a school project, which is simple enough. The problem is that I do not know how to control it on the Amiga 500.

I've read in various books that the eight-pin parallel port would be the best to use for input/output, and that the BASIC commands I need are PEEK and POKE.

What I don't know is the address of the parallel port. I know it's between zero and 16,777,215 but this isn't very useful. I phoned Commodore, who told me to phone Ocean, who told me to phone back when their technical advisor was healthy.

Please tell me the number or I'll be forced to do the turtle on a BBC (aaarghh!) and a chainsaw attack on my computer.

David Daniel
Poole

For goodness sake, this is the Nineties! Lots of versions of BASIC can talk to the parallel port without all that naughty PEEKing and POKEing. Look up the commands OPEN, INPUT # and OUTPUT # in your Amiga BASIC manual. Here's a few programming examples to point you in the right direction:

```
OPEN "PAR:" FOR INPUT AS #3
OPEN "PAR:" FOR OUTPUT AS #4
INPUT #3, a$
OUTPUT #4, b$
```

SCAN ON

I am thinking of starting a magazine for a youth club and I was wondering what is the best way to get pictures onto my pages. I do not know whether to use a video digitiser or a hand-held scanner.

I am working on a low budget and there isn't a lot of space on my table *(I know the feeling – Pat).*

I have seen the adverts for the Naksha and Datel scanners but don't know which will be the best one to use as I will be printing on a Citizen 120D+ printer. I am not looking for pixel perfection on the images, just good enough to be recognised. I will be grabbing images from colour photographs or small drawings.

Which of the above options is the best one to go for?

Brian Jones
Manchester

Don't get a video digitiser. Although it could do the job, you would need a video camera as well – so you're looking at lots of cash. The Datel Geniscan 4000 was reviewed in AF10 where it received a thumbs up. The Naksha (or, similarly, Golden Image) model has not appeared as yet, so that really only leaves you with one logical choice – phone Datel on 0782 744324.

WONDER GADGET



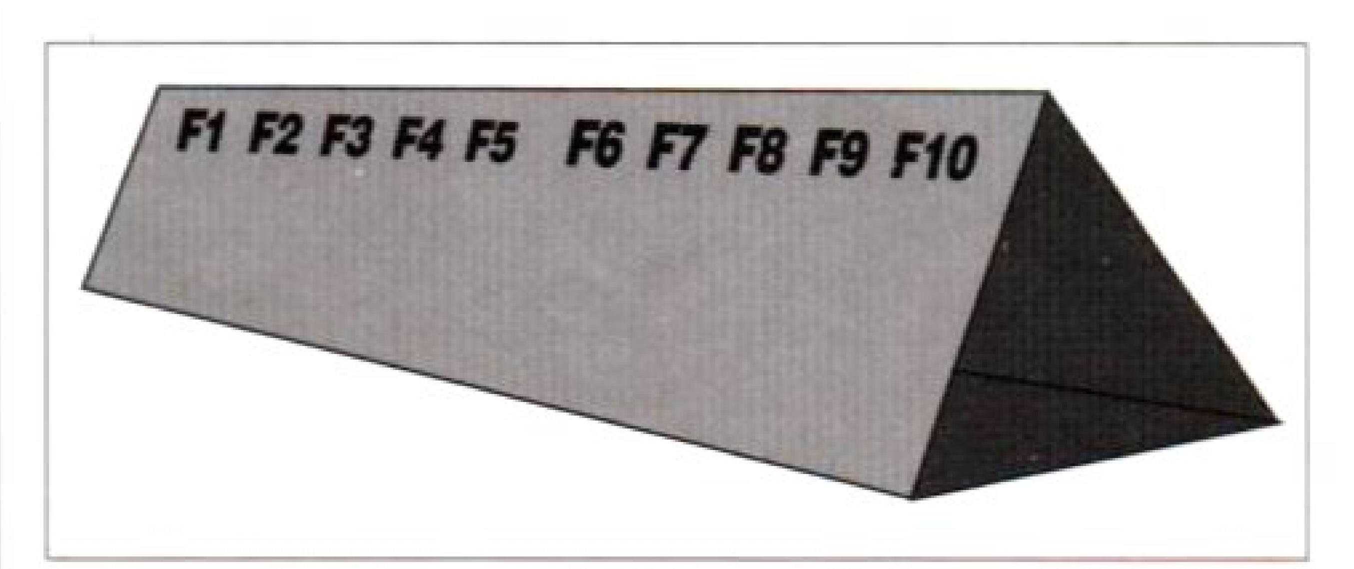
I wonder if there are more readers who, like me, when using the keyboard for programs that use the function keys, have difficulty remembering which key does what. Put it down to old age if you like (I'm a pensioner). Well I've come up with a simple extra to help people remember.

Get a stiff piece of card about ten inches (250 mm) by six (150mm). Fold it lengthways three times at one and three quarter inch (44mm) intervals, to make a triangular prism. You still have a three-quarter inch (19mm) overlap, so fold it under the edge and glue or sticky-tape it down.

By attaching a plastic sleeve, you can insert pieces of paper with what the function keys do for certain programs. The length of the card is exactly the same as the length of the function keys, so you can sit the gadget on top of your keyboard.

Denis Gregory, Sheffield

Neat and simple - just how I like tips. Have a £50 mail order voucher.



MEGA GADGET: It's amazing that something so simple, cheap and easily-made can be so useful!

TWO STUCK

I have been wondering for a long time now how I can delete a directory from a disk. I'm stumped, I can't think of anything. I would be very, very grateful if you had a solution to my problem.

Anish Patel
London

Directories can only be deleted if they're empty. So what you have to do is to get into the directory. So from the Shell or CLI, type:

```
CD directoryname
```

Where directoryname is replaced by the name of the directory. Now delete the contents by typing:

```
DELETE #?
```

Only when there's nothing left in a directory can you finally delete it by typing:

```
DELETE directoryname
```

And that should do the trick.

SIMPLE PLEASE

I am interested in the various gadgets, widgets and thingummy add-ons that are available and which you review, like extra memory, accelerator cards and disk drives. I want to plead with you to do something similar which more people will find more useful: a simple round-up of joysticks.

I've been around computers for a few years now and have owned a few different sticks, but there's so many to choose from nowadays. Is one better than the others? What's best for a flight sim? How about testing them out in some way?

James Bleach
Clacton-On-Sea

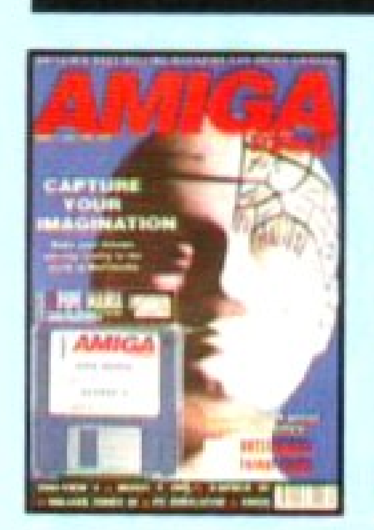
Your wish is our command – indeed, most readers buy joysticks and such a review would be

Continued ▸

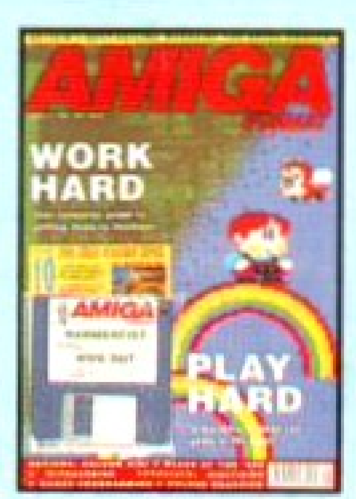
BACK ISSUE SERVICE

Few in stock, selling out fast – get your copies while they last! All issues only £3.45*, Coverdisk and full postage included

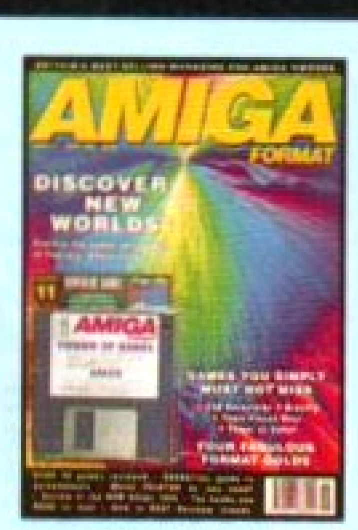
SORRY ISSUES 1–8 SOLD OUT!



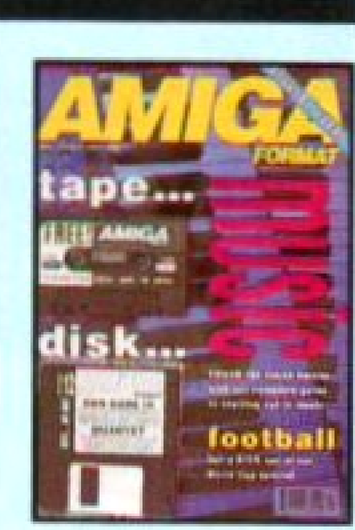
ISSUE 9
A special on the latest buzzword in computing, Multimedia, and how the Amiga is ideal for it. *Pipe Mania* provides an extremely addictive disk demo.



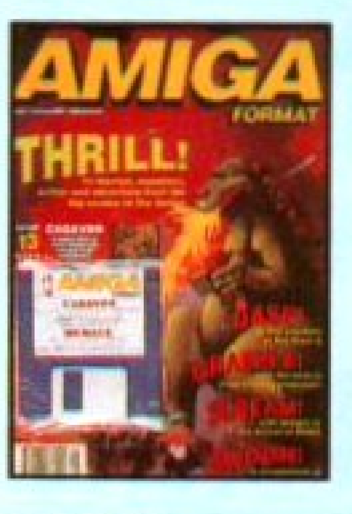
ISSUE 10
TWO playable demos on the disk – *Hammerfist* and *Wipe Out*. Inside – a graphics special and getting down to some serious stuff with a feature on databases.



ISSUE 11
Disk and mag combine to take you on a guided tour of fractals and chaos theory. There's a playable demo of the stunning *Tower of Babel*, which is just one of four Format Golds inside.



ISSUE 12
Massive Music special featuring a step-by-step guide on how to write your own tunes, plus free music tape. *Dan Dare III* on Disk along with useable demo of new music program *Quartet*.



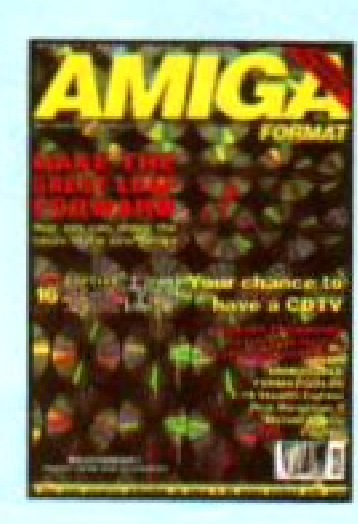
ISSUE 13
The glamorous story of how movies become games, plus programming languages, AMOS in full and *ProDraw 2*. The Bitmaps' *Cadaver* is a playable demo on the Coverdisk.



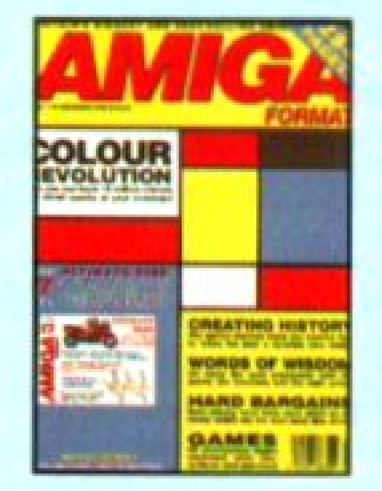
ISSUE 14
Public Domain special issue: what it is, and how to make the most of free software. Plus *Yolanda* demo and a complete PD game on the disk, programming tools, genlocks and more in the mag.



ISSUE 15
Flipit and Magnose a brilliant playable demo from Imageworks. How to protect yourself from viruses. How professional studios use their Amigas for music.



ISSUE 16
Huge feature on the CDTV, the future of home entertainment. Four Format Gold games including *Rick Dangerous 2* and *Captive*, which also features on the disk. Plus flight sims, stunning animations.



ISSUE 17
How 24-bit graphics put 16 million colours at your command. Great feature on historical games, indispensable guides to word processors and hard disks and two brilliant *Format Golds – Indy 500* and *Killing Game Show*.



ISSUE 18
An amazing two coverdisks including the complete game *Interphase*. Inside are fascinating features on robots and games of the future, plus more games pages, reviews and goodies than ever before.

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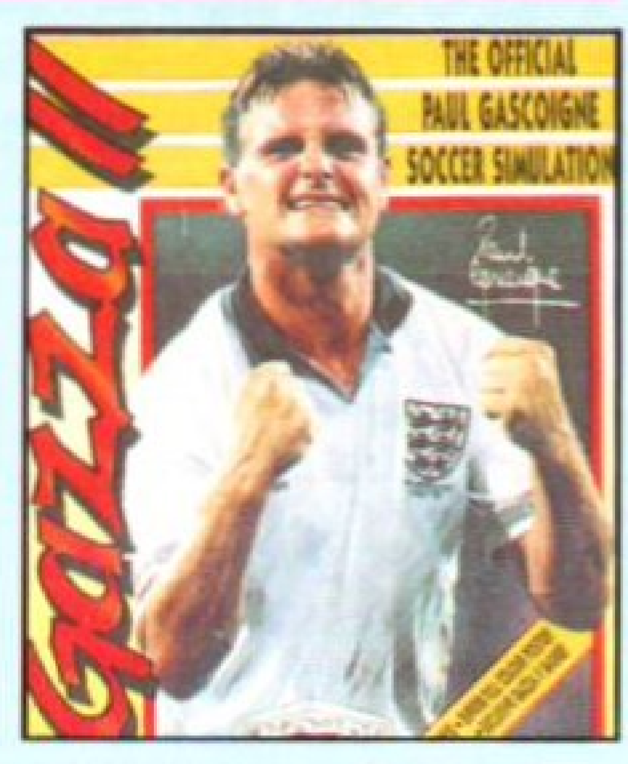
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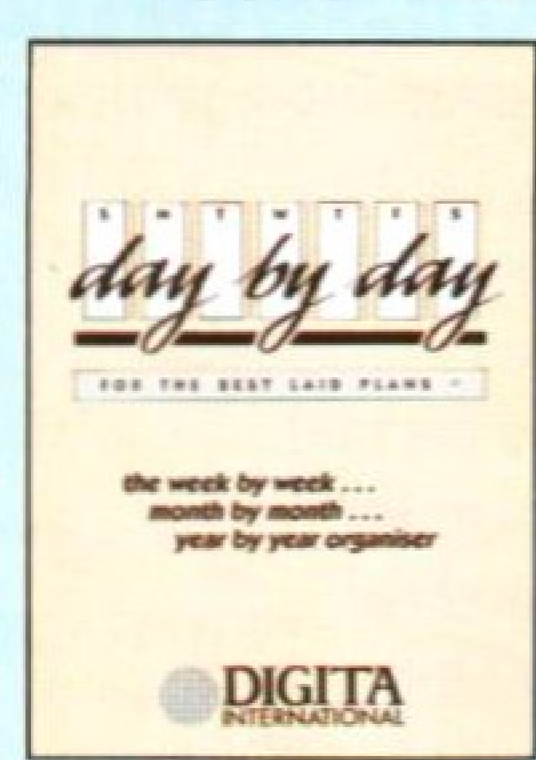


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widely appreciated. We've also taken your comments about testing them out, and are currently preparing an assault course to sift out the weak from the strong. Look out for the round-up about Easter: it'll take a while to prepare all the different procedures.

IN-STALLED!

I am very stuck with the INSTALL command in the CLI. I am trying to make a stand-alone blank disk. I just can't work out the correct way to use it – I have only one disk drive. I've tried

```
INSTALL df0:
cd df0:
INSTALL df0:
INSTALL df piggin' 0:
```

None of them work! Every time I pressed return the computer told me to insert the Workbench disk. When I did that a message came up saying the the disk in df0: was write-protected and a new CLI prompt came on to the window.

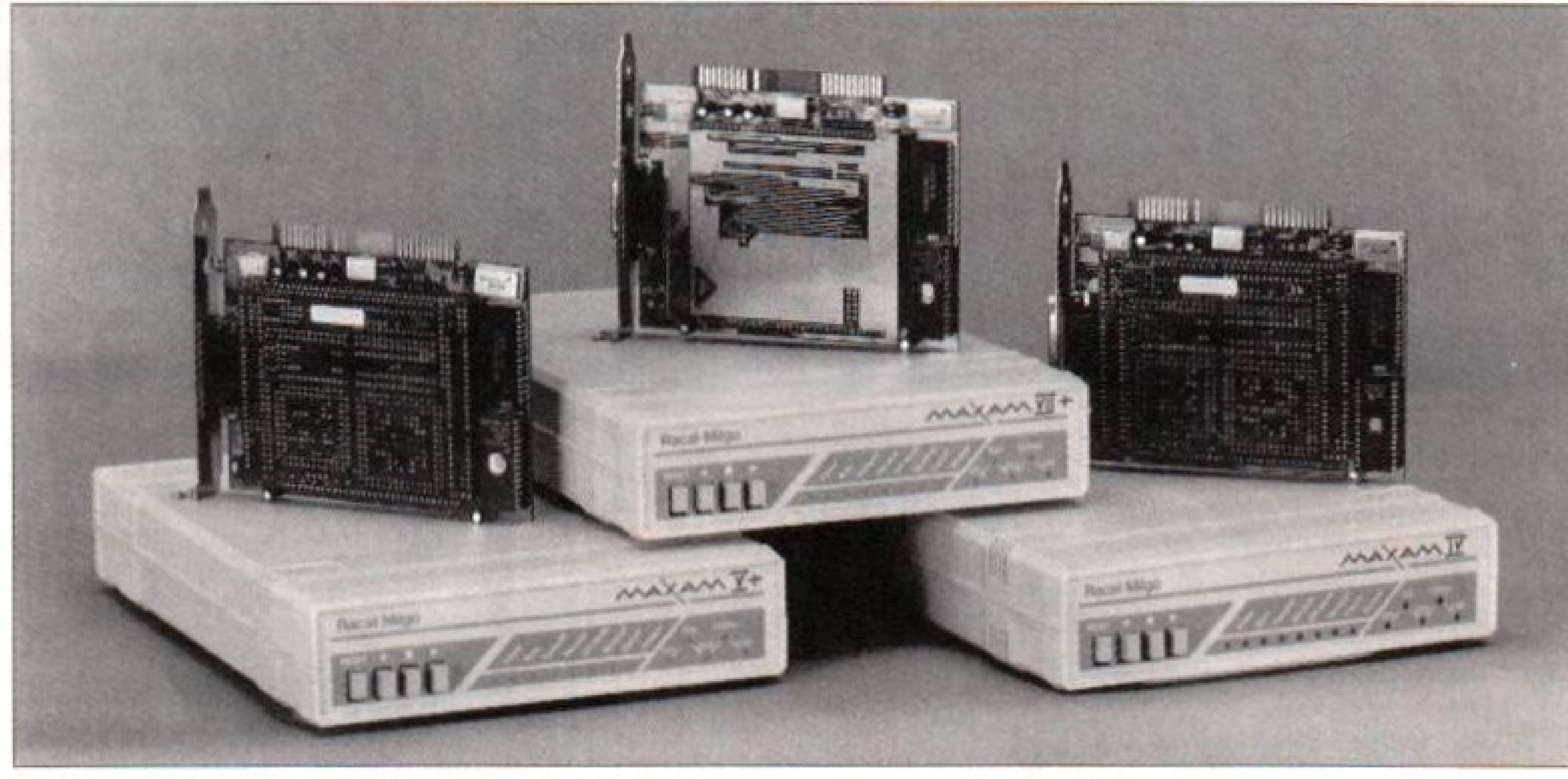
Jonathan Londgen
Bingley

Your computer is a bit confused too. DFO: is just a name for the internal disk drive, not the name of the disk you want to install. Try:

```
INSTALL nameofdisk:
```

Where nameofdisk is the name that you've given to the disk. Note that if the name has a space in it, then you'll need to put quotations around the name as in:

```
INSTALL "Coverdisk 19:"
```



COMMS SHOPPING: The Amstrad SM2400 is the one we have and offers a good performance at a reasonable price, but there are plenty of modems like these to choose from.

COMMS SHOPPING

I plan to buy a modem at Christmas but I do not know the costs involved or what to expect from one. Can I download commercial games? How long would that take? What kind of comms packages should I get, and how much do they cost? Is it necessary to subscribe to a large bulletin board like Micronet? What's the cheapest and best modem?

I would like to be able to put an intro made with *Dope Intro Creator* onto my boot block but so far I am unable to do this because the documentation is worse than useless and my knowledge of the CLI is indeed limited. If anyone knows of one in the PD or can send me one (all disks returned) I would be very grateful.

S Ayubi
15 Hillside Avenue
Exeter
EX4 4NW

I will be doing a feature on comms before long, so I'll keep this answer quite short. Commercial games are available on Micronet, but so is masses of PD. The PD on bulletin boards is usually more up-to-date than that from PD libraries. Speed of downloading is dependent on the speed of your, and the bulletin board's, modem – modem speed is referred to as the baud rate, 300 being the slowest and 9600 the fastest usually available. Look up JRComm, NComm *and* Access *in the PD libraries – being PD they cost only the price of a disk.*

It isn't necessary to subscribe to Micronet, but it's a large online service, not a BB: BBs are much smaller. The cheapest and best modem is better found by you than me (modem prices vary a lot, even ones of the same type and model, between dealers). Get the cheapest, fastest Hayes compatible modem that you can find.

NO NEED

I am considering upgrading my A500 (with a 512K expansion and a second disk drive) but am a bit confused by the number of different Amigas on the market (1500, 2000, 3000).

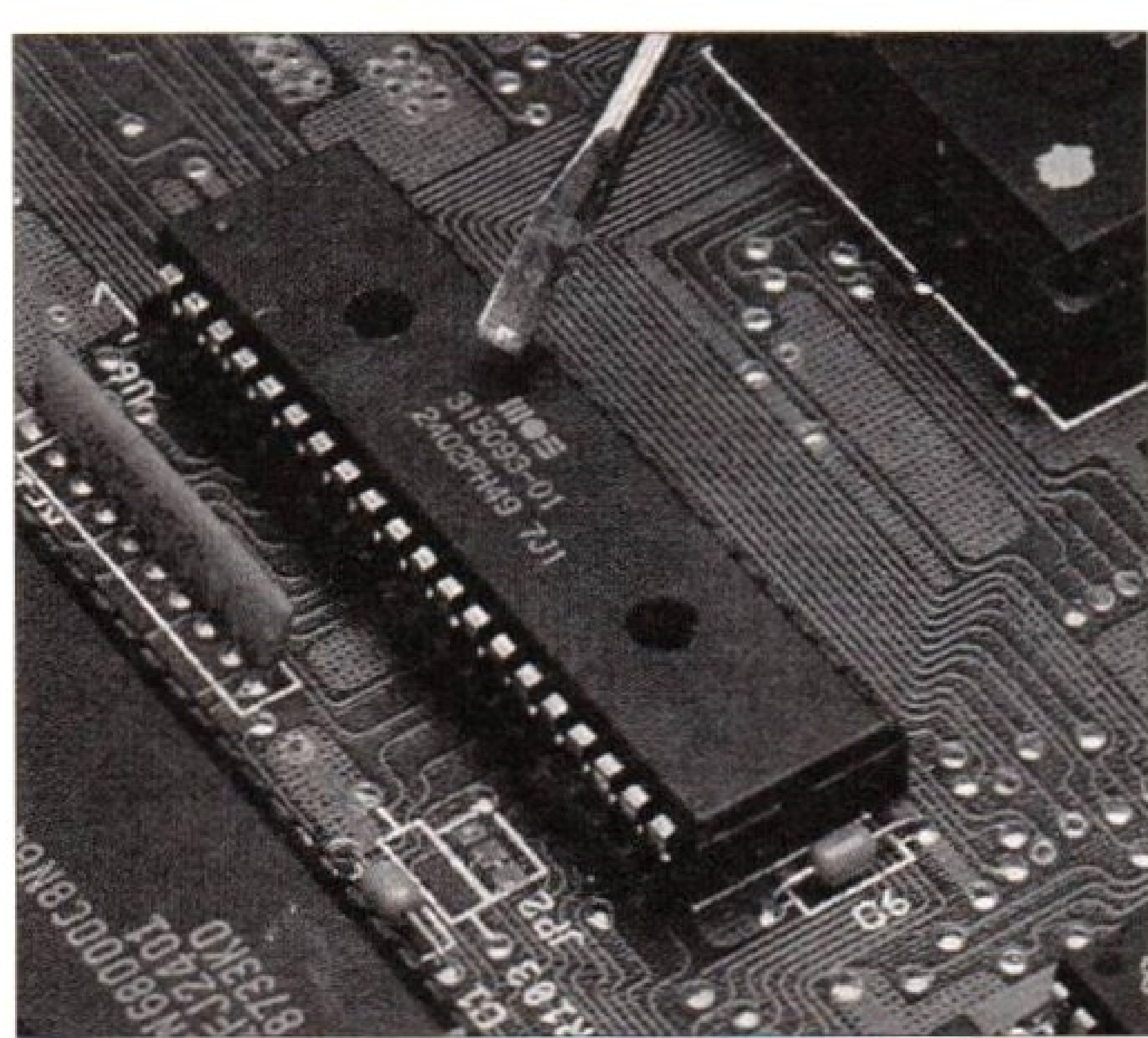
I want a machine that is IBM compatible as it would help me in my degree. I would also want a fairly quick hard drive disk (around 40-80 Mb and a speed of 18-30ms). Later on I may also require a co-processor.

I have also heard about a new machine being developed by Commodore and would appreciate some help and details.

Sunil Sood
Nottingham

The A500 can have an IBM emulator board fitted – either the Bitcon/KCS 'PC Powerboard' or the new (and as yet unreviewed) Silica Shop/Vortex ATOnce board. The ATOnce looks like being a corker – it's AT standard and will only fit the A500. The Bitcon KCS board was reviewed in AF16, and provides some competition.

As for a hard drive, check out t he Testbench section in AF 17 – the Xetec FastTrak is extremely nippy. If you want an accelerator card, the Mega Midget Racer reviewed in AF18 should fit your needs. Why get a different Amiga when the one you've got can do everything you need? As for a new model – you know more about it than we do!



GENLOCK AND KICKSTART: The chip you want to ditch when upgrading is a Kickstart 1.2, numbered 315093-01. Kickstart 1.3 is numbered 315093-02. There's not a lot of difference.

GENLOCK AND KICKSTART

I have bought a Minigen genlock device which works fine with a TV but not with my monitor (an ADF32, commonly supplied to Acorn computers). The monitor doesn't have a UHF input, only SCART and TTL RGB DIN. The dealer who sold it to me assured that it would work fine with the Amiga. Is there any way of feeding the genlock signal into it?

As my machine is now at least three years old and is the Kickstart 1.2 version, how difficult is it and how much will it cost to upgrade to 1.3? Is it something that somebody with a reasonable grasp of electrics could tackle? How much would it cost?

More serious stuff and less games please – I want to learn more about the Amiga.

John Smith
Helston

The fault lies with the Minigen – it's no good blaming the monitor. Monitors don't have the poor quality UHF input which is reserved for TVs. You're going to have to buy a better genlock if you want to see decent results on a monitor.

Kickstart upgrades generally cost about £30 and are very easy to perform. It's just a case of removing the old chip and plugging the new one in. Companies generally sell kits for people to do it themselves. AF Issue 3 carried details, if you have it

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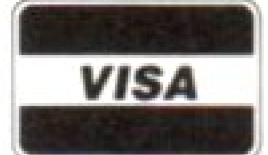
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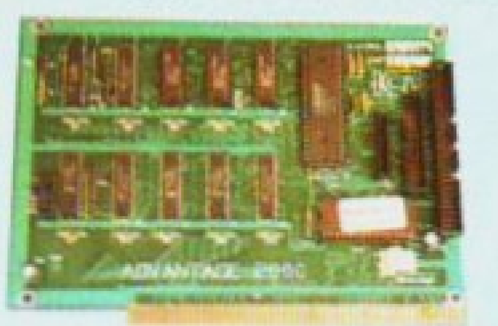
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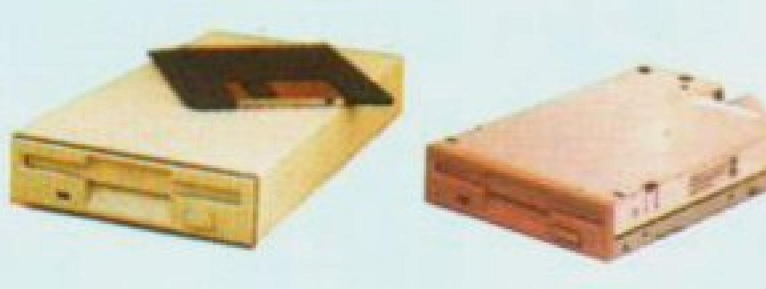
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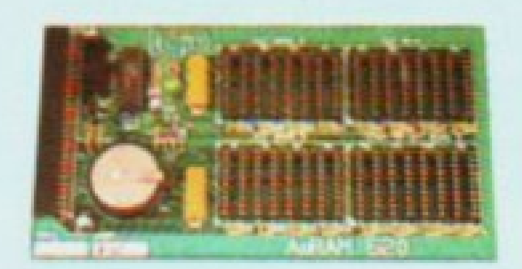


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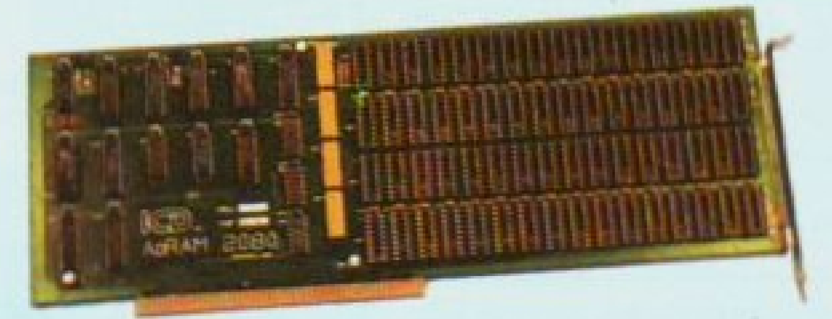
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Why Oh Why?

PRIZE Letter

Why does 99% of the leisure software industry ignore any Amiga configuration other than the basic A500, sometimes with two floppy drives? Take *F-29 Retaliator*, every time I want to fly a mission, I have to swap disks four times.

I have now decided not to buy any more software until software companies recognise and resolve my complaint. The industry is going to lose the revenue of like-minded people unless they correct this aberration.

It is unacceptable, it ruins the game and is just bad programming. Furthermore, I have been unable to make a back-up and if Ocean think that I am going to play the game with my master disks write enabled (so that I can save pilot statistics), they have another thing coming. There are countless examples of similar games that exhibit this annoyance.

Now, with new Amiga models with faster and different processors, the increasingly wide use and variety of hard disk systems, and different RAM expansions, there is no excuse for manufacturers to fail to take advantage of each machine's capabilities. "Impossible!" they cry, "We can't be expected to cope with all the different machines out there".

What nonsense. All you have to do is use AmigaDOS to do file I/O for you, rather than writing custom routines to read tracks from a disk individually. AmigaDOS is there to be used, it is the best micro-OS available and allows programs to utilise a machine's particular potential to the full. There are of course objections to using AmigaDOS, each of which crumbles to insignificance under the faintest scrutiny.

Firstly, "It is too slow!" Well, OK, if you want to fill in a triangle on-screen there are quicker ways than using the AreaFill functions. But you are not proscribed from writing your own code to do so. The fact that functions exist which do the same job, albeit slower, does not force you to use them.

Secondly: "Multitasking slows down the machine and makes game timing difficult!" You can close down AmigaDOS, recover a lot of memory and have complete control of the machine with a couple of simple calls. Dave Jones illustrated one method of doing this in his articles; programs request the memory they need in a legal fashion, close down AmigaDOS, do what they want, and then simply restart it when it has finished.

And finally: "It makes the game easy to copy!" Not true. Now I believe game protection is a waste of time, pirates can very easily break it and as pirated versions circulate before originals get into the shops they do not even offer the game one or two months of shelf-life before pirates become available (this is the most common defence for protection). Anyway look at some of the first games to become available for the Amiga (in fact, the first three that I bought).

Carrier Command: This loads from a protected disk in one action and does not need access to the disk thereafter. What is more, it has password protection (and timed checksums). This is OK in my book, at least it does not access the disk during play, and the protection does not get in the way of the game. It cannot be installed on a hard disk, which is a pity, but this does not matter as no further loads are required.

Ferrari Formula 1: This comes on an AmigaDOS disk and thereafter only accesses the disk if there is not enough RAM to load it all (ie with 1Mb there are no accesses). With a bit of effort it can be installed on a hard disk (this is not for the uninitiated or faint-hearted however). The protection? The excellent key-disk method is used, in this case the user must enter the original disk, when the program checks a few reserved blocks on the disk. Once this is checked, the program runs beautifully with no other checks. I cannot make a complete working back-up of the disk (ie a potentially pirate copy), but I can use an AmigaDOS-Duplicated version and pop my original into the drive for the protection check.

F/A-18 Interceptor: Comes on an AmigaDOS disk; can be duplicated; protection by the codewheels and checksums. Can also be installed on a hard disk with a lot of effort, still needs the codewheel to be used. In this case the protection is a bit of a pain as you have to keep resorting to the wheel, but this is tied in nicely with the game scenarios.

These three examples are far from ideal, but are better than current offerings because they utilise extra memory to reduce disk accesses or offer extra features, and are still protected from pirating but this does not affect the gameplay. *F-29* (as an example, though is no worse than many others) does not utilise extra memory, because the protection cannot be installed on a hard disk, and is rendered unplayable because of the number of swaps required per game, and the need to leave masterdisk write enabled.

For all these reasons, I have decided not to buy any software unless it uses any extra memory to completely remove the necessity for disk swaps; it can be installed on a hard disk; works correctly with faster and better processors eg 68020, and can be easily backed up.

It is up to us, as users, to vote with our wallets and avoid software which does not perform as required, and up to mags like *AF* to tell us which programs can be installed on hard disks or utilise extra memory, and to slate those which are virtually unplayable on single - floppy systems.

Phil Brown
Epsom, Surrey

The problems we are suffering now are a hangover from the days of tape-based loading systems and I agree with you that things are going to have to change. If software houses and programmers expect the public to regard them as professional outfits then they are going to have to do several things: make backing up master disks possible, make replacing corrupted disks easier, take advantage of multi-disk and hard-disk systems and use available memory. Most US produced PC software is done this way as a matter of course and that's the way it will have to be over here, otherwise I fear you may not be the only one who refuses to pay money for 'amateurish' games.

On a similar note...

"Copy" Cat

In Issue 17 I saw the article on "can't copy" in *Workbench* by Pat Macdonald. I also have found that most of my software won't let me make a back-up copy. I was going to write to you and ask why but I am afraid John Barnes from Chingford beat me to it.

Now I understand software houses such as Oceanand Elite protect there products, understandably I suppose. But once again pirates spoil it for everyone else. I think software houses should let us know the product can't be copied, to save us the time trying to copy it. My point is why can't software houses make back-up copies for us. If we sent them a blank initialised disk they could make a back-up copy still protected for us.

John Shaw
Chesterfield

Another good idea, has anyone else got any suggestions?

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A Cry For Help

I am sitting in front of my new Amiga getting rather frustrated about a certain aircraft-carrier that I'm supposed to destroy! With what, my potato gun? I have tried and tried – blasting it with both types of missile and my gun. I even tried flying into the ruddy thing! But all to no avail. Can anyone out there help me?

RN Witten
Leicestershire

You must mean the submersible aircraft-carrier in F-18 Interceptor. *You'll be pleased, or possibly exasperated, to know that you don't actually have to sink the submersible aircraft-carrier – just destroy all the planes and missiles that appear on that mission and you'll complete it.*

VFM?

The Office of Fair Trading, the official consumer watchdog, is currently investigating the price of compact discs, after allegations that record companies have been "profiteering". Should not software companies have to answer a similar charge over the price of computer games for 16-bit machines?

The argument is simple. The price of a CD is broadly made up of three elements: production/recording, the cost of materials and reproduction and profit. Records, cassettes and compact discs are all produced from the same original masters.

The respective costs of the material for each of the formats are also comparable. It costs less than £1 to produce a CD. Why, then, does a newly-released album cost around £12 on compact disc but only about £8 on a record or cassette?

The same argument can be applied to 16-bit games. The cost of developing an individual game, as such, is a particular figure, regardless of the formats in which it is eventually released. We are frequently told 16-bit games cost considerably more to develop than 8-bit games. Accepted. But, more often than not, games are originally developed on 16-bit games machines and are then converted into the respective 8-bit formats. By this argument, 8-bit games should be more expensive than 16-bit games, having the additional cost of conversion.

As for the cost of materials, the standard 3.5 inch disks used by the 16-bit machines are no more expensive, if not cheaper, than the basic materials used for 8-bit machines; such as cassettes and Amstrad's non-standard 3 inch disks, for example.

Why, then, do newly-released games cost downwards of £12.99 for 8-bit machines and upwards of £19.99 for 16-bit machines? And why do the same games cost less in America?

Record companies have argued that albums sell fewer copies on CD than on record or cassette. Software companies argue that games sell fewer copies in 16-bit formats than in 8-bit formats. Each one of these arguments has been dramatically eroded in recent months. Annual CD sales have rocketed from 29 million to 48 million in the last two years, during which time record sales have plummeted by 40%. In recent months, Commodore Amigas have reportedly been the best-selling home computers.

It is clear that the Office of Fair Trading feels that the record industry has a case to answer over the price of CDs. It is equally clear – is it not – that software companies have a similar case to answer over the price of their 16-bit games?

Kevin Patton
East Dareham, Norfolk

The case is not so clear for the computer market, although there certainly is a case to answer. Though the Amiga is selling in great numbers, the number of unit sales of Amiga software is still relatively low in comparison with the CD and record markets. Personally I am less worried by the price of software than I am by the quality of some software. Most people are prepared to pay £20-£30 for a game but they rightly expect to get a lot of entertainment for that money – something which much of the software around simply does not deliver. Lowering prices will just guarantee that we don't get better games, so what we need to do is to keep pressuring for better software that's worth getting and vote with our wallets .

Child's Play

Like many other new Amiga owners we, too, find books and magazines puzzling at times, and self-teaching needs most of all a great deal of patience, persistence and practice.

Try looking through some Usborne Computer Books for children in your library. Although intended for use with a different machine, some of the example listings are good and do work on the Amiga. Others explain computing jargon and functions very helpfully. As for AmigaBASIC programming buy Kids & The Amiga (Compute Books) and never mind your age!

W Eastleigh
Hants

Thanks for the tips.

As I have owned an Amiga 500 and A590 hard disk for over a year now, and have transferred all my serious software onto the hard disk, I now find that I have hundreds of pounds worth of software on the original floppy disks. Could I legally sell these disks eg *Protext*, *Pagesetter*, *DPaint*, *Distant Suns* etc as technically I will be left with the copies which could possibly be deemed as pirated software?

Phil Sampson
Ilford, Essex

No you can't sell them because, as you say, once you have done so what you are left with are pirated copies.

Porno Domain

In response to Kevin King's letter, in *AF* Issue 17, relating to a governing body concerning pornographic software, as far as I am aware, although to date there have been no test cases, Section 2(i) of the Obscene Publications Act 1959 appears to apply to PD library publication of porno-ware.

It states, "Any person who, whether for gain or not, publishes an obscene article, or who has an obscene article for publication for gain, commits an offence". (Punishable by a maximum of three years imprisonment). An "article" includes ... any sound record, film or other record of a picture. To "publish" includes to distribute, circulate, sell, lend, give, hire, or offer for sale.

The Obscene Publications Department of your local police force are empowered to enforce this legislation, however to prove this offence it must be shown that the material would deprave or corrupt any person likely to see or hear it.

Proving an offence may be difficult, but there has to be a first time for everything. Which PD Library is it going to be?

Graham Platt
Stalybridge, Cheshire

Another disturbing recent event was when one of AF's readers who had ordered some PD software from a company in Europe and which was confiscated by customs as pornographic material. It clearly is time the PD houses that distribute this sort of material cleaned up their act, otherwise intervention by the law and concerned organisations cannot be far away. I fear we could end up with another case of the minority tarnishing the reputation of not just PD software but computing in general.

Company Costs

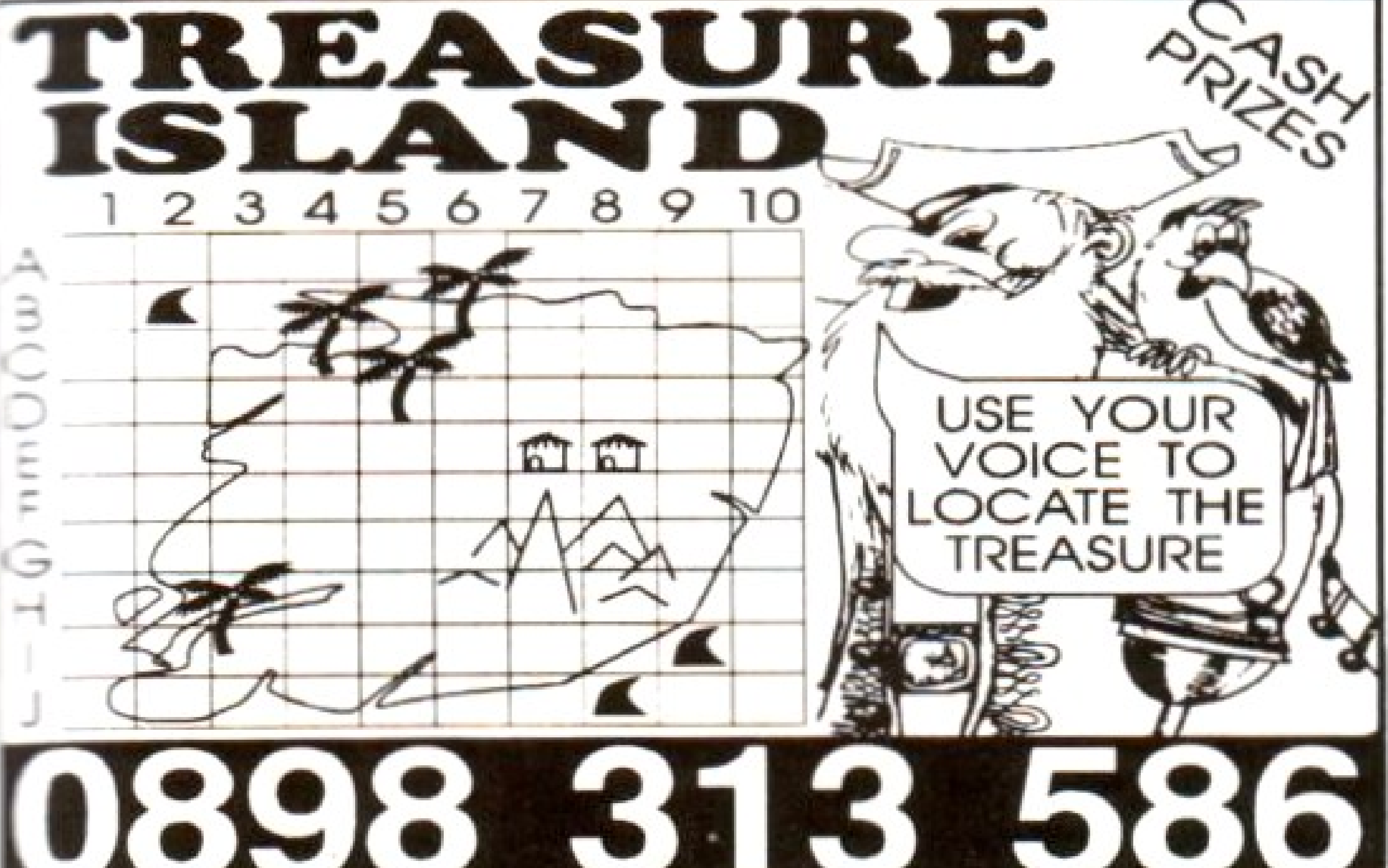
With reference to Mr A Bishop's letter in Issue 17 I have been thinking about the various figures he quotes, and would like to quote a few of my own.

An average PD order would be two disks per customer, per month, Mr B claims 17,000 regular customers. At the price he listed he charges, £6 x 12 months x 17,000 customers is a total of, wait for it, one and a quarter million pounds per year.

I thought PD was profit free! A4 adverts in magazines would average £36,000 a year. Postage on each order which would be at its highest 22p per disk, price £90,000.

Salaries would only total £70,000. Office space and admin costs might come to 10% of a company's turnover, approximately £122,400. The free catalogue would cost no more than around 35p per customer with postage. The media itself costs only 25p at trade prices.

Total costs: £290,000, leaving a healthy £1m for Mr B to play with. Is this really justifiable?



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USE YOUR VOICE TO LOCATE THE TREASURE

I have only praise for the PD libraries that offer affordable prices, especially those efficient enough to cost a third of what Mr Bishop is asking. He certainly wouldn't get any of my money.

Simon Knipe
Alsager, Staffs

Frankly I'm bored with all this whining, from both consumers and distributors, about PD software prices and these are my final words on the subject.
1) If you run a PD house and are making a profit you shouldn't be - - stop it.
2) If you're a PD buyer who thinks they're being overcharged then don't buy it.
Simple, huh?

Cry Baby

I purchased *Wicked* for my friendly Amiga and I've played it lots of times. One day I shoved the jolly old thing in the disk drive and nothing happened, no nasty old face grinning at me and no sound effects. Before I started to cry I checked the disk, and boo-hoo the thing said it was empty. How come? Can you throw some light on it please. If you print this I promise not to cry.

Rhonda Bend
Walthamstow, London

It sounds like your disk has been corrupted, formatted or in some other way affected so that the game won't load. You'll need a replacement from the retailer you bought it from, the software house or by buying another one. And is that really your name? You're either a very funny person or have very cruel parents.

Virus Victim

Five days ago, I duly purchased the *Flight of Fantasy* pack from a large department store and treated myself to a few additional games from my local software shop. At first, everything was hunky-dory – the games were terrific and I was finding my way around the Workbench quite nicely. But, the next day, sinister things started to happen. One game refused to load, and then another. Then I was assailed by checksum and validation errors and the disk drive seemed to take on a life of its own.

Suspecting a hardware problem (Memory burn-in perchance?) I returned my Amiga to the store and explained the problem. The first thing the assistant did was to check some of my software with the in-store virus detector. This revealed it was infected with the Lamar and Lazarus viruses and the assistant then explained that he was under no obligation to do anything about it! I was totally flabbergasted, as the only software I had ever used was the *F of F* pack and a few other original full-price titles from a reputable dealer. Sadly, now most of my disks are in the same unusable state so I cannot tell which disk was the culprit and which dealer was to blame.

No doubt experienced Amiga users will be chuckling at my naivete, but I thought that viruses would only be present in some PD software or pirated copies. I have now learnt the hard way that:
1) Sticking to full-price, original games (in sealed cellophane packages even!) will not save you.
2) Disks which are write protected can still get infected.
3) Switching off for 10 seconds between disks isn't long enough.

As a newcomer to the Amiga scene, I certainly wasn't expecting such a nasty "welcome" to 16-bit computing. So tell me, have I just been unlucky, or are problems such as these commonplace with the Amiga?

Grant Punchard
Aldershot, Hant

1) Good advice – do not trust any disks, whatever the source.
2) Wrong – the write protect is an excellent safety mechanism.
3) Correct – about 30 seconds to be on the safe side.

Unfortunately these problems are commonplace with the Amiga, which is why we try to give advice on viruses in every issue of AF.

A Bit Premature

Why do mail-order companies advertise software titles months before the release date? A prime example of this is Softsellers. In Issue 16 of your magazine, they advertised UMS 2. At the time of writing, 12th November, the game still hadn't been released! If

I had sent for it then, I would probably have to wait nearly a year before receiving it! I realise that this could also be the fault of the producing company as well, but there wasn't even any information on the advertisement stating that the game hadn't been released yet.

I realise that software companies want to do the best for their product but why can't they stick to just advertising for the game itself stating that it hasn't been released and not let mail-order companies advertise it until no more than one month before its scheduled release?

Adrian Roberts
Liskeard, Cornwall

The problem is twofold, firstly that software houses advertise games before they are finished and secondly that mail-order companies will tend to believe the release dates given them by the software houses. Both problems are understandable because programming delays do happen and mail-order companies naturally want to provide a prompt service for new releases. The best way to avoid disappointment is to call either the software house or mail-order company to confirm availability before ordering.

The Real Issue

In your review on word processors you stressed the importance of speed, spellcheckers, and a graphics import etc, but missed the point that word processors are there to create documents for people to read and are not there simply for the writer. In a nutshell, it is the quality of output that is the end product and therefore this must have the paramount importance. After all, what is the point in spending a hundred pounds to have a spellchecker when the final print quality is no better than *Notepad?*

I assume you will suggest that if you want quality output you should either let the printer do it by setting the printer to Near Letter Quality, as the printer can do that best, in it's own way without interference from a program or buy a DTP program. This cop-out seems to be the norm. But if you run the demo of *Pagesetter II* you will see fonts printed out which are every bit as good as NLQ print handled by a printer.

However, we are not all endowed with "loadsamoney" to buy a DTP program as well as a word processor, not to mention it adds an extra level of complexity that isn't necessary. Surely a word processor can use Compugraphic or outline fonts which are used to give the quality? If not why not? Please do not quote speed of update on screen, this can easily be coped with by using a normal bit-mapped font to approximate WYSIWYG on screen before final printing.

At the end of the day I would ask you to either print an update saying which word processors have Compugraphic or outline font capability, or at least put this as one of the topics in future surveys and articles.

Carl Beech
Stoke-on-Trent

Thankyou Carl for your suggestion which has been noted and we will try to put that information to use on any future reviews and surveys we have on the pages of Amiga Format.

Snowball Effect

I write this letter knowing that you will not print it, after all, it is another complaint about AMOS, and Mandarin Software are a part of your magazine's income.

Whilst I agree to a point, with Dave Evans from Birmingham – *AF* Issue 17 – I fear that he was being rather too polite and possibly withheld his true feelings. I however say what I mean.

It is true that Mandarin's adverts have been, and still are, intended to dupe the public at large? Nowhere, in any advert I have seen, does it mention that you need, and I quote from Amos The Creator User-guide, "A thorough grounding of the general principles of basic programming". It goes on to say "... you may find it helpful to purchase an introductory text, such as Alcocks illustrating basic". It is also true that the adverts do not reveal that Amos works much better with 1 Meg of memory.

The adverts don't mention the user-club. The user-guide, however, does. Simply by filling in a registration card you become a

member of this club, or that is what is implied, in fact I completed my registration form and duly sent it off. I didn't hear a damned thing and when I did get in touch with them they informed me that I would have to pay a £10 joining fee.

See how the cost is mounting: Amos, memory upgrade, Text Book Club, where does it all end?. Let me tell you. It doesn't. There are now more than fifty disks in PD that can be bought.

D Simpson
Gorleston-on-Sea

...and yet the response of so many is still that AMOS is a great program. What do other users think?

Graphic Graphics Please

Over the last few months I have noticed a very serious downturn in the standard of Amiga software graphics (notably in games software). They have become increasingly ST-like, some even look like the old 8-bits and seem to have been rushed by an artist who doesn't have a clue about the Amiga's capabilities.

Your reviewers aren't helping the situation either. On many occasions I have seen a program which has been awarded an eight or nine out of ten, when it should have only got, at the most, six. I understand that the graphics mark includes points for animation too, but we all know that the Amiga can do infinitely better than the majority of crap that's been floating around recently.

Is the Amiga losing ground on the graphics scene? A quick glance through last month's *AF* will show a large percentage of companies showing screen shots from the PC-VGA versions of their software. The prospect of 256 colours on a high resolution screen really is much more appealing than 32 on a low resolution screen isn't it?

The Amiga can out-gun even the latest PC with SVGA+ (or whatever it is this week) on the sound and animation front, but is it the end of the line as far as standard in-game graphics are concerned? Or will this "new" high Resolution HAM change all this. (What the heck is it anyway?)

The Amiga's graphics are even being threatened by the new Atari STE, with it's 4096 colour palette and 256 colours on-screen at any time. Even the 8-bit Amstrad CPC+ range now has 4096 colours. Isn't it about time Commodore launched a new graphics chip which would have the possibility of say 512 colours at any one time on a high resolution screen? Maybe they are in the process of producing such a product. I recently wrote to Commodore Technical Service and asked them a few questions including the possibility of a new graphics chip. they replied that "...we have no information at the present time concerning the new chip". So do you possibly know if we are about to see a brand new graphics chip?

Anyway, all that I ask is for software companies to exploit the Amiga's capabilities and to show that it can beat the PC-VGA and the ST. And it would be useful if your reviews could be a little more harsh when it comes to dishing out the gold stars too. Still on the subject of reviews, could it be possible for you to specify if the software uses the full screen or only two thirds (ie PAL or NTSC)?

Jason Anderson
Swansea

As you'll have noticed we no longer have the same rating system for graphics but prefer to assess them verbally. It's such a personal preference anyway – some people like vector graphics, isometric 3D, 2D, overhead views, functional minimalism and many others. I wouldn't worry about the Amiga falling behind, we will always have great graphics and you should just buy what appeals to you. As for a new graphics chip – no, just the enhanced chip set which may eventually get into all machines.

Tread Carefully

In your article on 'History in the Making' in the December issue, it says war games should not really be made about recent conflicts, eg Panama. Well what happens when a new secret sub from

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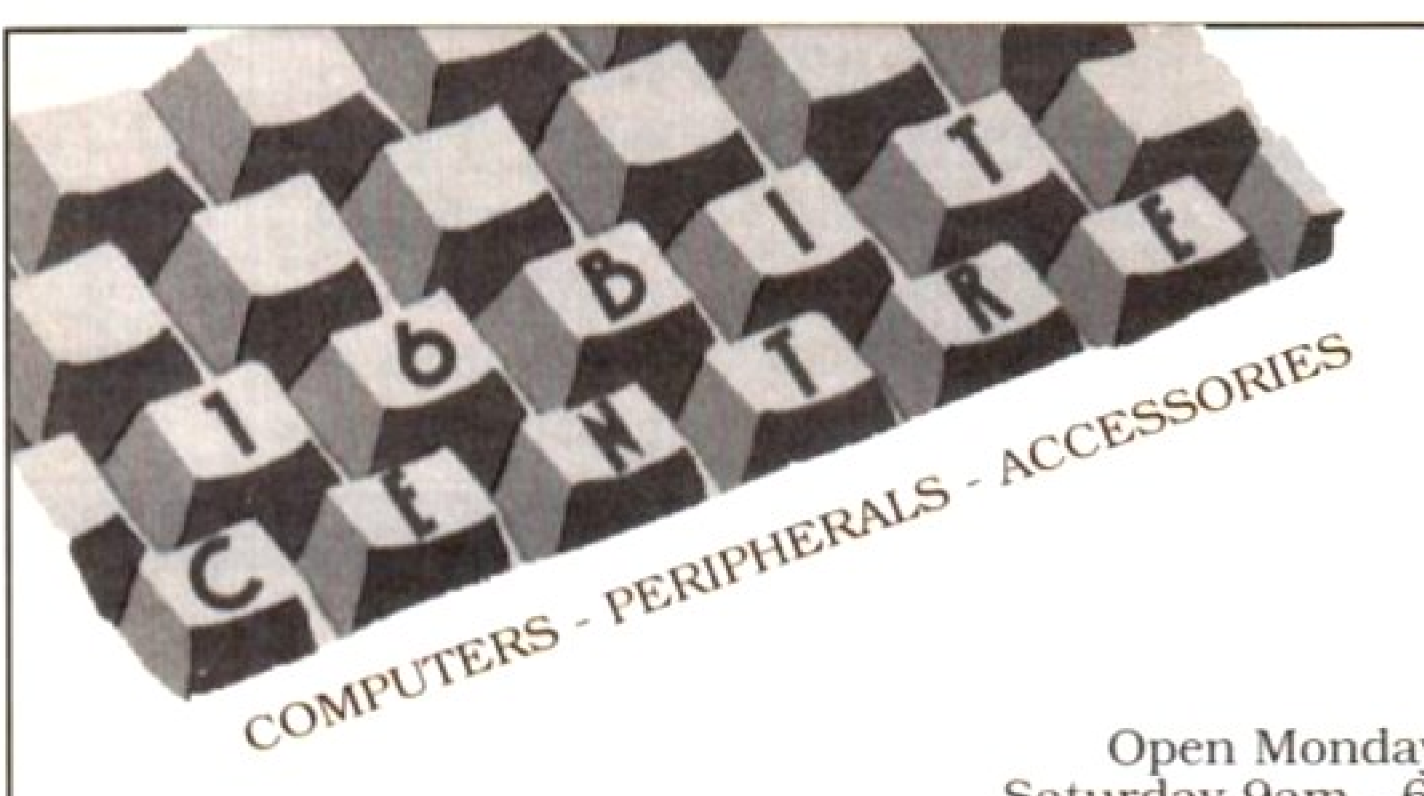
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Russia defects, ultimately engaging WWIII? Then wouldn't *'The Hunt for Red October'* be a bit too close for comfort. Or the many other futuristic simulations that 'could' have a similar theme to a war. Makes you think what would've happened if some poor sod made a game called *"Blast the evil tyrant that's just invaded Kuwait so our oil prices can descend to a more harmonious level"* – Phew. See what I mean?

Mark Smith
Liverpool

Tricky indeed, but I think it depends more on how the subject is handled as to whether it should be done or not. A gung-ho, tacky approach will always offend whereas a serious one may well be acceptable.

Always On My Mind

Err..., can I have my err..., a binder and sweatshirt (medium) for having a letter published in your indescribably good mag? (Issue 16) Please? They're in a pile (the mags) by the side of my bed and I keep tripping over them when I get up to let the cat in because he's a bit antisocial and wants to come in at all hours of the morning. I know you're very, very, very busy but if you send them soon I'll suck your toes. Well, perhaps not, but I do think about you before I go to sleep.

Dave Wilson
Albrighton, Wolves

Sorry Dave, we don't give a prize to all letters published – just the ones where I say you get a prize. So that means you didn't get one then, but because you're obviously such a nice man, I'm not going to give you one now either – serves you right for threatening my toes like that.

Warts An All



Loved thee artichokes on wart processing, I haven't large so much in ages. (I get sum funny lugs from peephole going parsed the car – I woes waiting form someone at the tyme).

This is fun – better than sum games! This could start a hole new trend - *Works of Shakespeer* by Scribble, "Too bee awe knot two bee" and sew on. Wear oh wear will it end?

Sara Maidstone
Norwich

Yes it does, doesn't it?

Thanks Mr. B'

When I saw a letter in Issue 17 of *AF* from MH Reed saying how he needed to computerise his Cancer Research Campaign book-keeping. The stuff you recommended costs about £50-£150. Well, Mr M. if you join New World P.D. and take a look at disks 73-78 there is a range of Database, spreadsheets, etc... and they will only set you back £1.50 a disk. Here's their address: New World PD, 51 Heritage Drive, Gillingham, Kent, MEY 3EQ. Good luck with the fund raising.

Mr B (the helper)

Thankyou Mr B.

Taking the Pike

I just want to invite who ever wrote the article "Great Fish of Our Time" to a day out fishing with me. Just to teach him the differences between freshwater and salt-water fish and what the differences between cod – a salt-water fish – and the pike – which is a freshwater fish.

Please turn to page 82 in the December Issue to see that the fish pictured there is of the pike not the cod.

Andrew Dalli
London

Unfortunately the writer of that piece can't go fishing with you because we sent him on a trip to find out what the difference between the pike and the cod at first-hand – with concrete weights on his feet to help him stay underwater, permanently. If this doesn't teach him the difference between predatory freshwater teleost fish and gadoid salt water food fish then nothing will. Let it be known here and now that Amiga Format will not stand, in any shape or form, ichthyological inaccuracies.

GURU'S MEDITATIONS

NEXT MONTH

The March issue will be on sale on Thursday 14th February, which is Valentine's day. In the loving spirit it will include pictures of the team stark naked in Trafalgar Square on New Year's Eve, an interview with a woman in the queue for the Harrods' sale, a tutorial on how to turn flares into proper trousers and absolutely nothing to do with Amigas – really, not a sausage, we're bored with them, honest! Oh, all right then – it's going to be packed with a superb mixture of games, serious software, news, reviews, tutorials, graphics, music, PD, a Coverdisk and lots more for your Amiga.

COMPETITION WINNERS

I'D LIKE A LARGE ONE COMP

The answers were: A, C and A. The winner of the memory is HG Bondzio from Folkestone.

YANKEE TANK COMP

The answers were: B, C and B. The winner of the tank is M Scott from Preston. The 10 runner-up prizes of a copy of Team Yankee the game and book are: Jonathan Lees, Newtownards; Matthew Edwards, Fareham; Philip Hughes, Seaforth; Shaun Collins, Kirkcaldy; J Sidebotham, Stockport; Philip Gray, North Cheam; DR Ashworth, Nottingham; Peter Ward, Wrenthorpe; Stephen Sharp, Bolton-le-Sands; MC Tracey, Birdholme.

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